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ISSUE #31
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FROM THE EDITOR'S DESK



ello faithful readers!

Let me state one thing in no uncertain terms: *Star Wars* fans, your time is now. On January 31st 1997 *Star Wars* will make a triumphant return to the big screen, and in 1999 new *Star Wars* films are on the way. *Star Wars* fans are already in on the secret— but an unsuspecting general public has no idea just how cool these two momentous events will be!

I'm excited about what's happening with *Star Wars*. There are more talented and creative people working in the *Star Wars* universe today than ever before and more interesting stories being told. Plus there is more nifty stuff to buy (if that's how you choose to express your *Star Wars*-ness).

Sure, the cynical among you may say "so what?" For fans who think that way, a history lesson is in order. You see, I remember the dark years. That five year period from the mid-to-late 80's when *Star Wars* seemed quite dead, even though it was only sleeping. Back then you couldn't go into any bookstore in America and buy a fresh new *Star Wars* novel. You couldn't go to any software vendor and buy a half dozen different state-of-art *Star Wars* software titles. You couldn't go to any comic shop and get dozens of *Star Wars* comics from top-notch creators.

Now you can. And that new surge of additions to the *Star Wars* universe is this issue's cover story. When we talk about the expanded *Star Wars* universe we are talking about everything created outside the films. The fact is that the *Star Wars* universe is so imaginative and boundless that even the nine original proposed films could not have contained it all. This issue, first-time *Insider* writer Jack Scrip, who also happens to be an English instructor at the University of Saskatchewan, explores the expanded *Star Wars* universe, with a look at the creation of Decipher's *Star Wars: A New Hope* expansion set. Steve Sansweet, ever the scoop-meister, talks with the Kenner *Star Wars* man himself, Tim Hall, and gives the scoop on the Fan Club's exclusive action figure (I), coming in Spring '97. And your humble editor talks with Justin Chin at LucasArts about the upcoming new

and networkable computer game *Dark Forces II: Jedi Knight*.

Furthermore, we have Jamie Painter, Senior Staff Writer of *Backstage West* and frequent *Insider* contributor, interviewing *Star Wars* cinematographer Gil Taylor, the man who also lensed one of my favorite movies, *Dr. Strangelove*. Scott Chernoff interviews Warwick Davis, the first time we've chatted with the man behind Wicket and Willow in eight years. Scott also brings us his new where-are-they-now column appropriately titled "The *Star Wars* Universe", with a look at what everyone's favorite Twi'lek, Michael "Bib Fortuna" Carter, is doing these days.

Our usual suspects Anthony Daniels, Steve Sansweet, and Bob Cooper round out another packed issue with their always thought provoking columns. (If you know what TNWCIEIOTIFTMIC stands for than you are truly an *Insider* insider.) Please take special notice of Bob Cooper's profile of Croatian *Star Wars* artist Edvin Biukovic, and find out what it's like to be a comic artist in a country at war. If you haven't seen Biukovic's art in the *X-Wing Rogue Squadron: The Phantom Affair* I suggest you make for the comic shop post-haste. It's one of my favorite *Star Wars* comics.

In closing I would like to say that yes, it's true, my esteemed position as editor of a *Star Wars* publication makes me privy to volumes of information on future *Star Wars* creations that I couldn't possibly reveal for fear of the loss of my livelihood. Suffice it to say that the future looks sweet for *Star Wars* fans. I know there are those of you that would start camping out in line today for tickets to the *Star Wars Trilogy Special Edition* if not for pesky things like jobs and school. Believe me, I feel your pain. If not for my attempts to satisfy your every *Star Wars* need with this magazine you now hold in your hands I'd be there too, in line, wishing we could just skip November, December, and January.

The days of long lines will return soon enough, and the double suns of Tatooine will once again set on the silver screen. But the sun will never set on the *Star Wars* universe. Until next issue, I shall remain yours, in *Star Wars*.

Jon Bradley Snyder
Editor





"*Star Wars 101*" [SWI #29] brought back memories of a class I took in college for the express purpose of being able to write a paper on my favorite saga. Back then I dreamed of one day teaching a course on the *Star Wars* movies, but apparently many other professors have beat me to the punch. Darn.

But I have a serious bone to pick with the notion that *Star Wars* is purely, or even mostly a guy thing. I feel I am qualified to address this misconception because 1) I'm female and 2) I've been a *Star Wars* fan for almost 20 years. I don't know where Rita Pugulas found her subjects, but I would've been just as annoyed as the men in the classroom were when she stopped the movie after 10 minutes. What's more, I know for certain that I'm not the only "chick" who's hardcore into *Star Wars*. I communicate with a number of fans via letters and e-mail, and I can tell you that it's about 50-50 male to female ratio, roughly the same as the general population.

For too long a time, it has been assumed that only men are interested in sci-fi and that "nice girls" aren't supposed to be into that stuff. Wake up! While it's true that guys are in the majority in fan clubs overseas, and that guys still make up a large portion of the collecting aspect of fandom, girls are catching up. What's more, female fans have for a long time been heavily involved in producing fanzines. Online, there's a "Ladies Night" every week for *Star Wars* fans on AOL.

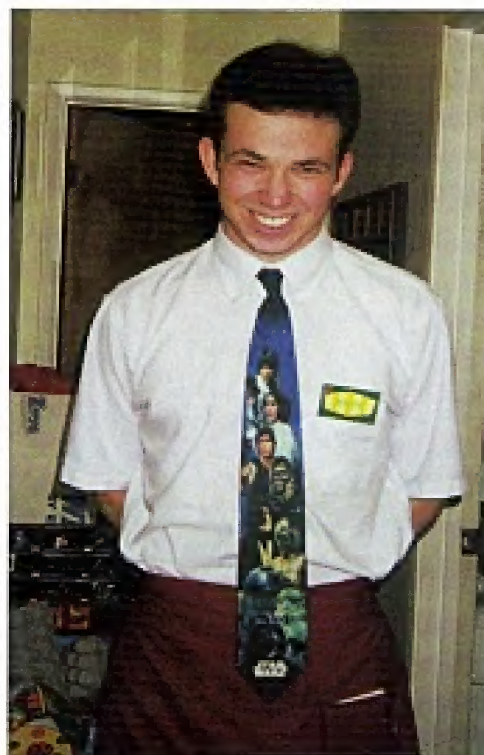
Despite what anyone says, women love *Star Wars* for the fabulous charac-

ters, exciting action, powerful drama, and inspirational story. So ladies, say it loud, "I'm a *Star Wars* fan and I'm proud!"

Mary Jo Fox
Vienna, VA

*We should thank Professor Pugulas for initiating what has proved to be an interesting discussion on *Star Wars* and gender. Just because the women in her class didn't identify with *Star Wars* doesn't mean that there aren't a lot of other women out there that do. Mary Jo Fox is right, female *Star Wars* fans stand up and be counted!*

Something happened to me a few months ago that helped broaden my perspective of the many *Star Wars* fans all over the world. I have been in the Club for a while now, and I know that there are as many different *Star Wars* fans out there as there are aliens in the Mos Eisley Cantina. But never before did I realize what an impact *Star Wars* can have on an individual. I am a waiter at Denny's in Jackson, California, and a proud part of my uniform just happens to be the *Star Wars* character tie I ordered from the Jawa Trader. I was taking an order when the couple's young daughter (about ten years old) expressed overwhelming joy at the sight of my beloved tie. She tapped her mother on the shoulder and did something I didn't expect: she started signing with her hands. The young girl's mother explained that Chelsea (her daughter) was deaf, and that she loved anything that had to do with *Star Wars*. After speaking with her parents for a short time, I learned that despite her handicap,



Kevin Day in his Denny's uniform.

Chelsea had liked *Star Wars* since she was very young. Her parents informed me that she had her very own closed captioned *Star Wars* trilogy. I asked them if Chelsea knew about the *Star Wars* Fan Club. When the reply was negative I proceeded to tell them all about the *Star Wars Insider*. Chelsea's parents were immediately interested, and I told them I had information on how to become a Fan Club member. When I got out a piece of paper to write down the address of the Fan Club, Chelsea's mother began feeding me her address. I was confused at first, but then it hit me: they must have thought I was some kind of *Star Wars* Fan Club representative who happened to have a part-time job at Denny's. I was so flattered by their assumption, as well as awakened by the fact that no restriction (such as age or handicap) could hide the wonder of the *Star Wars* universe from someone like Chelsea, that I took it upon myself to enter Chelsea into the Fan Club with the address her mother had given me. I'm going to do my best to keep in touch

italicise

CONTINUED ON PAGE 66



PREQUEL UPDATE

by Dan Madsen

with Rick McCallum



An even more wretched hive of scum and villainy awaits theatergoers next year with the release of the *Star Wars Trilogy Special Edition*. This is the view that Luke Skywalker and Ben Kenobi have of the Mos Eisley spaceport. For the Special Edition, the original matte painting of the distant cityscape has been tweaked a bit to provide somewhat more city - without "building" a huge metropolis such as exists on Imperial Center.

In our continuing series of updates with Producer Rick McCallum, we go behind the scenes to bring you the latest news on the Star Wars prequels and the next Indiana Jones feature film!

Rick, tell us what's happening now on the Special Editions?

We have a December 20th date now set that we expect to have all our work completed on the Special Editions. ILM has been incredible in trying to meet that date. Dave Carson and Tom Kennedy have all been doing the most outrageous job in terms of achieving all the work that needs to be done. We're looking for a January 31st opening for *A New Hope* and three weeks after that, *Empire*, and two weeks after that, *Jedi*.

Have you completed the musical number that will be added to *Return of the Jedi*?

Not yet. We're going to record the number very soon. We've shot it already, and it turned out great!

You have been producing the Special Editions, a couple of Young Indy movies and the new prequels all at the same time. How do you do all of that without going crazy?

If you love doing it, it's not really an issue. The truth is that I have such incredibly wonderful people helping me. Tom Kennedy and Dave Carson at ILM have been incredible on the Special Editions. We have great people at Twentieth Century Fox and at Pacific Title and our film restoration consultant, Leon Briggs, has been extraordinary. We have all the support from Ted Gagliano and Fox that you could possibly get from a studio. It's beyond anything I have ever encountered anywhere. We have a great art department here at the Ranch and a fantastic one in London. The people in London are all our Young Indy people who I've been working with for five or six years. When you know everybody and they're all interdependent on each other, you don't let people down. It's totally a team effort. It's a very easy



way to work because there is no real hierarchy we impose, it's all pretty loose. But this is all fun, it's not like a burden.

Every day it seems a new rumor is spread about the prequel casting especially the role of the Young Queen. Is it true that you will not finalize casting until next year?

We've seen close to 3,000 people now, and that's just the young Anakin and Queen roles. We've cut them down to our A & B list, and the A list is getting more and more refined. We're still looking for people who've never had anything to do with the film business before, or people



STAR WARS INSIDER



Many of the shots in the final space battle sequence of *Star Wars*, such as this one, have been enhanced or even redone digitally in the *Trilogy Special Edition* to deal with problems that had bothered George Lucas, such as noticeable matte lines or motion blur.



Industrial Light and Magic's flash is very evident in the scores of laser-cannon blasts and explosions that fill *Star Wars*. The challenge for the *Trilogy Special Edition* was to make some of the blasts even more vibrant by adding interactive light as in this Death Star fireball that an X-wing fighter—whose proton torpedo missed its mark—is about to fly through.

London. It's where the James Bond movie, *Goldeneye*, was filmed. It's an old Rolls Royce aircraft engine factory which was bought by a company called Millennium, which is a Malaysian consortium. We just made the deal this past week, after a year of negotiating with them.

What did you like about this studio?

The thing that makes it unique and extraordinary is that it has the largest backlot in the world, 111 acres. It has over 500,000 square feet of stage space. And what's great is that we own all of it. We don't have to worry about anybody coming in behind us or in front of us. It's everything we've ever dreamed about.

Is it true that most of the people who are working on the new prequels are likely to have grown up with *Star Wars* because they are so young?

Yes, most of our people are pretty young. I would say the average age is about 32. For a big film like this, that's

who've just started doing their first work and we're tracking them and seeing how they're doing on their first job. It's a real monumental task! We haven't found the person that really jumps out at George yet. That's why we're going to wait until the last moment before we choose.

Is the first draft of the script completed?

There is a draft that is imminent. I think what is going to make this first film so wonderful is that even though it is a major scale movie and will have more special effects than any other film in the se-

ries, all of that aside, what makes it great is that it resembles the first film, in that it is really about character. It's a very powerful story.

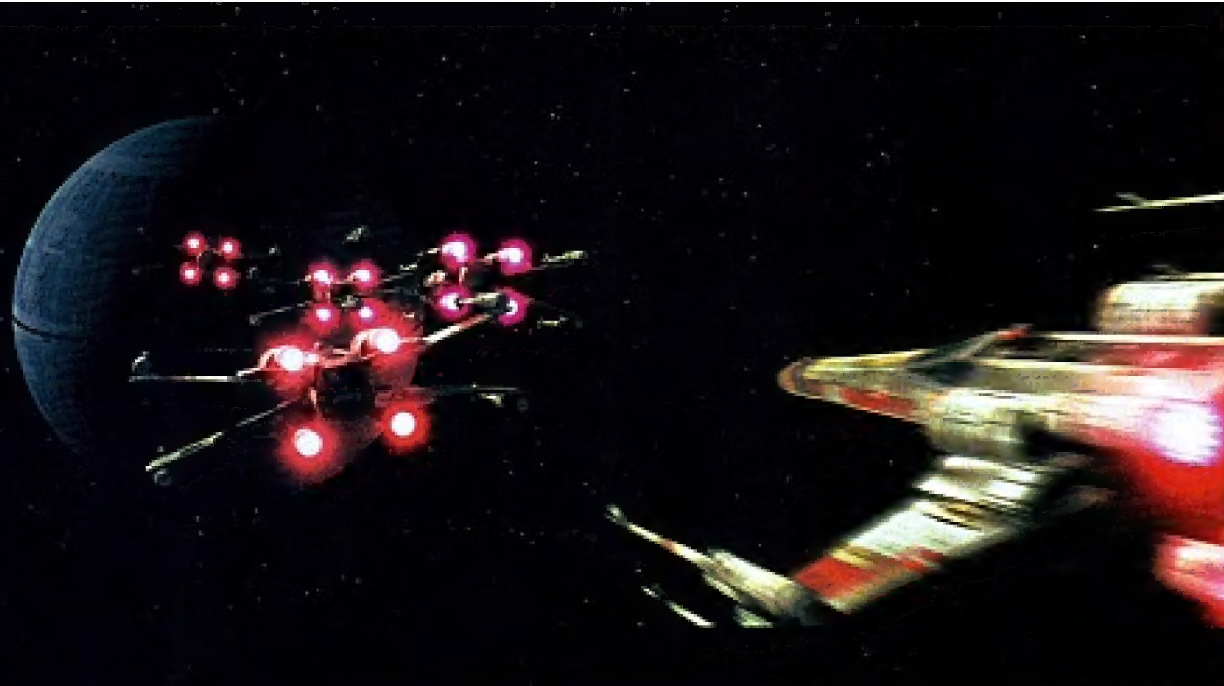
What is the current production schedule?

We begin principal photography in the fall of '97. We will make our final casting decision in late summer.

I understand you have now chosen a studio in London to shoot the prequels at.

We're are going to be shooting at Leavesden Studios, which is just north of





Some shots in the *Star Wars Special Edition* were changed to improve their visual design. In the original release, these X-wings fighters en-route to the Death Star were lined up one after the other as two-foot long models were shot individually and then optically composited into the shot. Here, the squadron has a more visually exciting design.

While Chewbacca and a henchman look on, criminal lord Jabba the Hutt and rogue smuggler Han Solo are having a heart-to-heart— even though Solo (Harrison Ford) was filmed 20 years ago and Jabba is a recent digital creation by ILM's chief animator, Steve Williams. The scene was originally filmed with an Irish actor standing in for Jabba, but time and money ran out before he could be replaced by a puppet or a stop-motion figure, so it was never part of the original film.



pretty young. Everybody is at the beginning of their career, and filled with energy and enthusiasm for the shows.

What do you spend most of your time doing these days?

My day starts very early and ends very late. Everybody on the production staff puts in a 15-hour day. But that is nothing compared to what it gets into when we start shooting. You basically have to give up your life then. Hopefully, your family understands and it's not forever. It's what pays the bills and what makes it all worthwhile. I need to spend more time on the prequels now because just the administration and management side of getting the three pictures done is an enormous task. We have so many specific projects in terms of my production department: we

have the three Special Editions, which have horrendous post-production schedules, I have the art department for the prequels, and I have my whole production department that I have to monitor on a daily basis in London. I have several huge, ongoing research projects, preparing for the prequels. There is so much to do. We are exploring totally new ways of shooting the *Star Wars* films in terms of digital beta-cam, so we have projects we're doing on that. There are dozens of projects going on all the time, all of which I have my hand in.

You travel a great deal don't you?

Yes, I do. I've done about 50,000 miles in the last two weeks. I went to Australia, then to New York and back, then to London and on to Portugal and back and here

all in the space of about two weeks. But I love to travel. I love being on the road when we're doing a scout. I get a lot of work done on the plane because I don't have any phones to deal with.

Anything new happening with the Indiana Jones movie?

Not at this point. We have a great script but it is difficult to determine a time to shoot due to George, Steven, and Harrison's schedules.

Rick, thanks for updating us on all the new projects.

It's my pleasure! 🙌





Win a Solid-Gold Star Destroyer!

FROM GALOOB MICRO MACHINES  AND THE STAR WARS INSIDER 

The Contest:

Galoob Toys and the Official Star Wars Fan Club have teamed up for the best trivia contest yet, with a prize that's out of this world! Simply answer these six trivia questions today and send them in for your chance to win the ultimate Star Wars collectible, a rare solid-gold Star Destroyer.

The Prizes:

Grand Prize: A 24kt solid-gold Star Wars Micro Machines® Star Destroyer. One of only 30 ever made, weighing in at 6.6 oz and worth over \$6,000.00!

50 First Prizes: Fifty first place winners will receive a TIE Fighter Pilot / Academy™ Transforming Action Set, and Slave I poster autographed by Star Wars Insider artist, Tsuneo Sando.

How to Enter (Official Rules):

In order to be eligible to win the prizes listed above, you must answer correctly the six trivia questions listed here. Send your trivia answers along with your name, address, zip code, age and daytime phone number on a standard size postcard to: Star Destroyer Contest, PO BOX 111000, Aurora CO 80042. YOU MUST ANSWER ALL SIX QUESTIONS CORRECTLY TO BE ELIGIBLE! Correct entries will be placed in a random drawing to win one of the prizes listed above. All entries must be received no later than 5/1/97. Drawing will be held on or about 6/1/97. The odds of winning depend on the number of eligible entries received. Contest open to residents of the US only. Employees of the Official Star Wars Fan Club, Lewis Galoob Toys, Inc., their affiliates, subsidiaries, advertising and promotional agencies and the families of each are not eligible. Void where prohibited by law. All federal, state and local laws and regulations apply.

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The Trivia Questions

(You Must Answer All Six Correctly! Good Luck!)

1. In *Star Wars*, who does Darth Vader choke with the Force in the conference room?
2. Name the 6 characters and 1 vehicle included in the Micro Machines® Boba Fett/Cloud City™ Transforming Action Set.
3. What are the names of Tatooine's twin suns?
4. Which *Star Wars* vehicles are included in Micro Machines® *Star Wars* Vehicle Collection XI?
5. What is the name of the ship that Luke's friend, Biggs Darklighter, is commissioned on as first mate?
6. What is Galoob's internet web page address?

ANSWER THESE
QUESTIONS YOU
MUST.

Send Your Postcard to:
Star Destroyer Contest
PO BOX 111000
Aurora, CO 80042



Star News Newsflash!

Lucas Will Direct, And Special Edition Dates Moved Up!

As the *Star Wars Insider* was going to press some late-breaking news was released from Lucasfilm. Lucasfilm confirmed that George Lucas will in fact be directing the first movie of the *Star Wars* prequels. It will be Lucas' first feature film directing since the first *Star Wars* film in 1977. The movie, already in pre-production, will begin filming in fall of 1997 at

Great Britain's Leavesden Studios.

The *Star Wars Special Edition Trilogy* release dates are now set:

Star Wars—Friday, January 31, 1997

The Empire Strikes Back—Friday, February 21, 1997

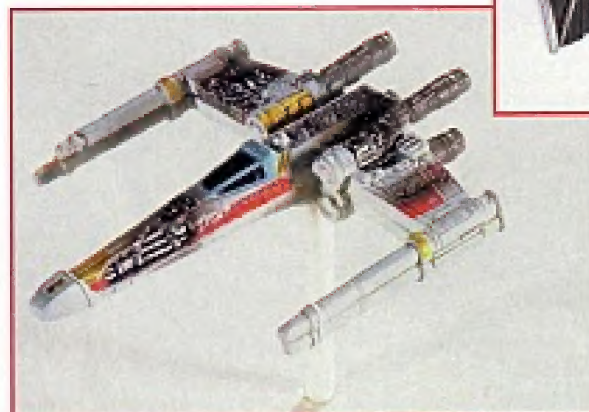
Return of the Jedi—Friday, March 7, 1997

Mark your calendar and stay tuned for special events to

New Micro Machines

Galoob Toys is shifting into high gear as the 20th Anniversary of *Star Wars* and the *Star Wars Trilogy Special Edition* approaches. The list of new *Star Wars* products from the Northern California-based toy maker just keeps getting longer. Be on the lookout for new Die-Cast Metal Micro Machines, all exquisitely painted and built in the scale of their X-Ray Fleet. Galoob's three Epic Collection sets, one from *Heir to the Em-*

pire, *Jedi Search*, and *The Truce at Bakura*, respectively, will each feature the first toys ever originating directly from those novels. New Adventure Gear will feature playsets that transform from both Luke's binoculars and Darth Vader's lightsaber. Mini Action Sets will be new pocket-size versions of Galoob's popular Transforming Play-sets. Two new vehicle sets will include X-wing Squadron and Battle Damaged Fleet Fighters. Four new figure collections will include Tusken



Clockwise: Battle Damaged Fleet Fighters, Mini Action Sets, Royal Guard, and Truce At Bakura Epic Collection.





Luis Ortega receives his prize.

Raiders, Classic Characters, Imperial Naval Officers, and Rebel Fleet Troops. The next Transforming Helmet sets will feature Gamorrean Guard/Death Star, and Imperial Pilot/Pilot Training Base. If that wasn't enough there will also be three new X-ray Fleet collections.

Look for most of these new toys in stores in time for the Special Edition.

Galoob Solid Gold Millennium Falcon Awarded

The *Star Wars Insider* teamed up with Galoob Toys to award trivia contest winner Luis Ortega of Miami, Florida, his very own solid gold *Millennium Falcon* in August. The winning answers, which Luis correctly submitted were as follows: 1) Cell 2187, 2) Imperial AT-ST (scout walker), Jabba's Desert Sail Barge, B-wing fighter, 3) Tosche Station, 4) Princess Leia, Han Solo, Chewbacca, Luke Skywalker, Imperial Officer, stormtrooper, 5) *Home One*, 6) Cargo Skiff. When Luis was first notified of the prize he said, "I didn't believe it. I felt like I definitely hit the *Star Wars* Lotto." The prize, which includes a 4 oz solid gold Micro Machine is mounted on a black quartz and solid marble base, and includes a plate with its number in the edition; 13/13.

The prize was awarded in person by Fan Club representative Brett Cane.

"The day I got it I spent two straight hours just staring at it," says Luis, "I know that sounds a little weird, but I couldn't believe it. I was freaking out."

Jeff Cleary, Vice President of Marketing at Galoob Toys, who spearheaded the contest promotion, says the giveaway has been so successful that they will be doing a bigger and better one next year. Says Luis, "I've never heard of somebody giving away something this cool."

Young Indy Receives an Emmy Nomination

"Young Indiana Jones: And the Attack of the Hawkmen" received an Emmy for Outstanding Special Visual Effects.

This marks the 26th time the series has been nominated for an Emmy since it premiered in 1992. Young Indy has been awarded 11 Emmys including one for Special Visual Effects in 1993. The special effects crew consists of:
Susan Davis, Visual Effects Supervisor
Kristine Hanna, Visual Effects Producer
Joseph Brattesani, Harry Artist
Danielle Ciccarella, Harry Artist
Bill Mather, Digital Matte Artist
Eric Chauvin, Digital Matte Artist

New Tour Dates for Stephen Sansweet

Steve Sansweet continues to bring his special Lucasfilm presentation, featuring a sneak peek at the *Star Wars Trilogy Special Edition*, to fan conventions across the country. Look for him in a town near you.

Nov 23-24

San Francisco: Starlog 20th Anniv.

Nov 30-Dec 1

Meadowlands, NJ: Creation

Meadowlands Silverton

New Book Signings and Appearances for Kevin J. Anderson and Rebecca Moesta

Look for *Star Wars* authors Anderson and Moesta at the following events:

Nov 14

Pleasanton CA: Borders Book

Nov 23-24

San Francisco: Starlog 20th Anniv.

Special Edition Trailer Sneak Previewed with ID4

If you were lucky enough to catch *Independence Day* in the first few weeks of its release at specially selected theaters in some 20 cities across the country this past July you may have gotten a chance to see the trailer for the *Star Wars Trilogy Special Edition*. The two minute movie preview is not scheduled to run until November, but Lucasfilm and Fox decided to test it out on *ID4* audiences. The trailer includes brief shots from all three movies including some of the new footage from *Star Wars*.

To say the preview has been well received might be an understatement.

"The reaction is overwhelming and unlike any reaction to any other trailer. When I hear the screams and cheers and see the faces of the audience, I know that there is a special connection with *Star Wars* that runs deep," says Howard Roffman, head of Lucasfilm Licensing.

Stars Wars Seen and Heard:

"I wish I could tell you there was something elaborate, some Jedi Master thing going on."

Dan O'Brien, Gold Medal Decathlete, trying to describe his technique to *Newsweek* magazine.

"Star Wars"

The insignia on the brass belt buckles of every male model in a recent *Details* magazine fashion spread.

"No. 2"

The rank of *Star Wars*, behind *Gone With The Wind*, on the All-Time Money-Making List of Movies, when adjusted for inflation, according to a recent report in *USA Today*.



Tom Sherak of Fox, who is distributing *ID4* as well as the Special Edition, credits *Star Wars* for helping make films like *ID4* possible.

"Sure, Lucasfilm owns the copyright, but *Star Wars* belongs to the public. They own it; we're just the guardians," says Sherak.

Come February the public will finally get to see it on the big screen again. Look for the trailer in theaters everywhere soon.

Star Wars Customizable Collectible Card Game World Championships Announced

Decipher has announced that the first *Star Wars* CCG World Championship will be held in Vail, Colorado on December 7th and 8th of this year. The tournament will consist of 38 regional finalists from the US and around the world. In order to qualify for the tournament finalists must win a regional championship, the first prize of which will be an expense paid trip to the world championship in Vail.

To help promote the tournament and to teach anyone who wants to learn the *Star Wars* CCG, Decipher's Rebel Leaders will continue to tour specialty shops around the country this fall. Red Leader (Jonathan Quesenberry) and Gold Leader (Kendrick Summers) will be offering free *Star Wars* CCG lessons to anyone who would like to learn from a real expert. In addition each Rebel Leader will be giving out an exclusive free card to everyone who comes to participate. These cards are available nowhere else. Call your local specialty shop to confirm Rebel Leader times.

- 4: Federal Way WA, Games and Gizmos
- 8-10: Charlotte NC, ROC 96.5
- 14: Camarillo CA, Final Frontier
- 15: LA CA, Graphitti
- 15: LA CA, Graphitti II
- 16: Westminster CA, Gamekeeper
- 16: Universal City CA, Things From Another World
- 17: North Hollywood CA, Another Universe
- 18: Organvale CA, Collector's Corner
- 19: Sacramento CA, Comic Town
- 20: Santa Rosa CA, Gamekeeper
- 21: Pleasanton CA, Ki-Ki's Comics
- 23: San Bruno CA, Lefties Sports
- 24: Concord CA, Comics and Cards

Gold Leader

November

- 1: St. Catherine ON, Phoenix Rising
- 2: East York ON, Planet X
- 3: Hamilton ON, Bayshore Hobbies
- 4: Toronto ON, Silver Snail
- 8-10: Virginia Beach VA, SCICON 18
- 13: Miami FL, Sunshine Roleplayers
- 14: Ft. Lauderdale FL, Big Entertainment
- 14: Ft. Lauderdale FL, Comics and Collectibles
- 15-17: Ft. Lauderdale FL, Heroes of the Game
- 19: Jensen Beach FL, Cyber Dragon
- 23: Lawrenceville GA, Galactic Quest
- 24: Valdosta GA, Adventure Zone



These Decipher cards available only from Rebel Leaders.

Red Leader November

- 1: Redmond WA, Puss n' Boots
- 2: Seattle WA, Wonder World
- 2: Redmond WA, Rookies to Legends
- 3: Oak Harbor WA, Wizards of the Isle

Lucasfilm Teams with Avid for Prequels

At the 1996 National Association of Broadcasters Conference Avid Technology, Inc. announced it has been chosen by Lucasfilm as one of the primary partners in the development of the post-production process for the *Star Wars* prequels. Avid and Lucasfilm have worked closely to develop entertainment technology since 1993, with work on *The Young Indiana Jones Chronicles* being a major testing ground. Already this alliance has resulted in the AvidDroid Controller, the newest manual user interface for film derived from a Lucas design. Avid technology will be a key component in the digital production studio being developed by Lucasfilm.

Sci Fi Universe Readers Choice Awards

Once again creations from the world of Lucasfilm have been nominated for the *Sci Fi Universe* Peoples Choice Awards. LucasArts' *The Dig* and *Rebel Assault II* were nominated for Best Achievement in Multi-media, and Industrial Light & Magic's work on both *Dragonheart* and *Jumanji*, was nominated for Best Achievement in Visual Effects for a Genre Motion Picture. The *SFU* Readers Choice Awards, quickly becoming one of the most prestigious awards in science fiction in only its second year, was awarded in Los Angeles on October 18th.



Shadows Cards

Brothers Greg and Tim Hildebrandt mark a triumphant return to *Star Wars* illustration with the release of their *Shadows of the Empire* Card series from Topps this fall. The card series is the first ever of all original illustrations featuring a *Star Wars* storyline other than the original trilogy. Nizor, Guri, Dash Rendar, and a host of familiar *Star Wars* characters will be featured in new *Shadows of the Empire* scenes on each card. The 100 card set will feature 100 new illustrations and 10 chase cards.



Art from Topps' *Shadows* cards.



Lucas at the Telluride Film Festival

George Lucas made a rare appearance at the student symposium of the Telluride Film Festival in Colorado this past Labor Day weekend. The student symposium was made up of specially selected film students from across the country who come to hear prominent filmmakers speak about their trade. Lucas spoke about his experiences in filmmaking, and gave advice on how to prevent special effects from overwhelming a storyline.

Sneak a Peek at the Special Edition on CD-ROM

LucasArts will release the LucasArts Archives Vol. II: *The Star Wars Collection* this Fall. The disc offers an exclusive interview with George Lucas and a limited sneak preview of the digital enhancements of the

Star Wars Trilogy Special Edition, as well as a classic selection of *Star Wars* games. *Rebel Assault*, *Rebel Assault II: The Hidden Empire*, *TIE Fighter Collector's CD-ROM*, and *Dark Forces Super Sampler Edition* (with three complete levels) will all be included. 🗲

24k Gold Shuttle Tydirium.

Limited edition reproduction of the shuttlecraft from *Return of the Jedi*, plated in 24k gold. Housed in a 7"l x 5"w x 6"h plexiglass display case, with a 24k gold Galactic Empire emblem. **812586 \$75**



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STAR WARS INSIDER

RTM & co 1996 Lucasfilm Ltd.



Um, hello

It's an awfully long time since I left school hut, do you know, I still dream about it - well *nightmare* about it really. Apart from the once yearly drama production, school, as they say, was not my bag. I wasn't clever. (So no change there, Ed) I wasn't good at sport. I was a weed. (So no change th...) yes, thank you... and sport was played every day. So I was miserable - less so on Mondays when we played at being soldiers. We had real, if ludicrously ill-fitting, uniforms and ridiculously oversized rifles. We mindlessly marched up and down. Sometimes we played war games. All manly stuff.

One day I was crawling through the undergrowth on my own, having got separated from my half of the platoon which was searching for the other half that we had deliberately told to go and hide - so that we could seek them. I suppose. Like I said - all manly stuff. Anyway, I spotted movement beyond the bushes and quelling my natural reaction to run away, I lurched myself forward with a terrifying war cry. There was a pause. Then a returning lionel, far more frightening - of pure mirth.

The family sat on a florid travel blanket surrounded by the picture-book stuff of a magnificent picnic. They gazed at me in my overgenerous camouflage jacket and pants; mushroomed by an oversized helmet draped in greenery like the Hanging Gardens of Babylon; brown smudges on my face, less blending into the countryside, as looking like the first attempts at applying an unfortunate shade of lipstick, blindfolded, trampolining.

How they laughed. I stood there, confused. They might be the other half of the platoon, cunningly disguised in costumes filched from the Drama Soc. I moved forward to intimidate them. They laughed more. My tin hat fell over my camouflaged eyes and I fell over a branch. Cunningly, I decided to demonstrate the leopard crawl. I slithered away, back into the comforting undergrowth. Very cunning. Very manly. The howls of laughter pursued me, more hurtful than any enemy fire. At least the green face-paint disguised my blushing cheeks when the entire platoon turned up to see what was going on.


Shortly after this confrontation we had a Grand Inspection by a major general. He swaggered a lot. He made a speech. He told us many things which I have forgotten. But he told us that we were the sort of chaps who won wars and I wasn't sure about that as a sentiment. The next day, I resigned.

Which left school-work itself. And the real stuff of my nightmares is the teacher who taught me French - or didn't. We held a mutual dislike for each other; stupid on my part since he had the upper hand - both of them. So I was perpetually doomed. I dream about him still in his chalky-black gown. I dream about the end of term and the test that destroys all joy at the prospect. In this twilight world of learning, my only knowledge is the certainty that I have missed each class and now it's all too late - and I must fail. And then... then I wake up.

So WAKE UP and study the following passage...

NUMBER SIX
OF
THE NEW WONDER COLUMN*
IN EACH ISSUE OF
STAR WARS INSIDER
FROM
THE MAN INSIDE C-3PO

*THERE WILL BE QUESTIONS LATER.




Gosh!

And here is the first question. No cheating! Ready?

What is *Shadenfreude*?

No cheating I said! If you have just rushed off to get your copy of Number 2 of TNWCINOTIFTMIC then you are disqualified - forever. But you clever ones who got the answer right, Well Done! You may take pleasure in the failure of your fellow readers. You may enjoy their discomfort. You may feel... *shadenfreude*, that amazing German invention - enjoyment in another's misfortune. From the letters you write to me, I know that many of you are not strangers to this sensation. You love hearing about things that go wrong on the set. Things that might never reach the screen.

HANDS UP who remembers the following: DEATH STAR - CONTROL ROOM: DAY.

Thank you, HANDS DOWN.

We're in the cupboard. A Trooper still lies on the control room floor, earlier knocked unconscious by H Solo. The door flies up and in rush his trooper chums. And here, I'm going to have to trust you, HANDS UP if you noticed what happens when the troopers arrive. OK. DOWN. All you very clever people who saw it years ago can skip the next bit and may feel a little touch of *shadenfreude* at our stupidity. Right, that's enough! But, for all those who, like

me, didn't see it (I was in the cupboard, remember)... what am I talking about?

In rush the troopers, all most manly and warlike except the one on the right who smacks his head into the door frame. As he totters forward, bemused, matters are not helped by his commander saying *Pick that man up*. And they thought we'd never notice!

Actually stormtroopers are rarely as scary as they look. WIPE TO:

IIOTH - INTERIOR ICE CAVERN; DAY: Re-creation of Wampa Ideal Home conditions (For a full description of snow depths etcetera, see Number 3 of TNWCINOTIFTMIC). Enter a whole posse of white clad and booted troopers who all look very threatening until they rush towards camera. Shiny floors covered in snow-look-a-like salt, are not a good idea if you're trying to look manly. They didn't exactly skid to a halt. They just kept on skidding. Before MFIK could shout CUT, the scene looked like the opening day of Bloomington's Christmas Sale in the china department. You saw Take 2. So...

WIPE TO:

EXTERIOR FOREST; ENDOR; DAY.

Shining-self-sacrificing-super-hero (C-3PO) leans out from behind a tree and calls, *I say you. Over here. Were you looking for me?* You remember it well.





Oops!!

Well, in order to get the vast army of troopers to react on cue, they had to be able to hear me. Given that they were at the far end of a tree-lined glade in the tree-filled forest, and given that - when inside, so to speak - when I speak I am inaudible at three feet (you try talking through a hole the size of a matchbox fused to irritate H Furd like crazy) (irritated A Daniels more than somewhat) - how could I make myself heard? Well, a cunning scheme was employed to link up my radio mike to an amplifier to a loud speaker to broadcast to the troops - *à la* Bob Hope.

ACTION! (through an inferior megaphone) *I say you, Over here. Were you looking for me?* I imperiously echoed around the forest, causing buzzards to lay eggs and golfers to... Anyway...

To a man, each trooper turned and raised his blaster. Terrifying. Then to a trooper, each man began to run towards me along the sylvan path. Thrilling. Unrehearsed, the front one fell over. Mistake. Then another. OK, I thought. Hearing my voice still echoing amongst the mighty trees, I began... **AND NUMBER TWELVE IS DOWN AND IT'S NUMBER THREE IN THE LEAD AT THE FIRST LEAP (cut) BUT JUMPING WELL AND COMING UP ON THE OUTSIDE IS NUMBER FIVE WITH SEVEN CLOSE BEHIND AND (cut) AS THEY APPROACH THE NEXT HURDLE ITS... AND THERE GOES NUMBER TEN, WHAT A FALL! BUT BREAKING THROUGH WITH (cut) A MAGNIFICENT OH NO HE'S DOWN BUT HERE WE HAVE A NEW COMER RACING TO TAKE THE LEAD... (CUT)!!**

Finally the megaphone drowned out my voice but I think I got a round of applause for my race commentary. Sadly Take 2 appeared in the movie too. But it occurred to me that so many people couldn't be falling over for the fun.

I picked up an abandoned helmet and put it on. What was the problem? It had more space than mine. Certainly enough room to

swing an Ewok. But when I looked out of the eyes, I couldn't. No wonder they fell over. Swirls of inexpensive green plastic obscured the outside world with defocusing confusion. If you've ever looked down an empty green wine bottle (Not me, Ed) you'll know how it is to be a stormtrooper. No wonder they never hit anyone with their blasters.

But of course, we knew they were going to be a problem from the start.

Armies of extras would arrive at the studio wearing their regular day clothes and go first to the wardrobe department. They walked with pride and enthusiasm. They walked like normal people going to work. But once kitted-out in their threatening white suits of protective body armour, they showed a strange reluctance to move otherwise than in a peculiarly delicate, crab-like way. The trouble? The armour!

The intriguing white design was created in plastic. Made from moulds, the copies were churned-out in hundreds and doled-out to the extras on arrival. They looked great but each edge was unfinished in a knife-like blade - which cut into whichever part of the actor it touched. (I know the feeling). Hence their reluctance to walk normally. Marching was out of the question. They tended to teeter along in a rather unmanly and certainly unwarlike manner. They would cluster in homely groups and discuss solutions to the problem which was achieved with scissors, tape and padding - and endurance. But at least they were ready to face the Rebels.

Though never did they foresee the greater threat that lay ahead.



Wolf No cake?



The last straw

In those glorious days at Elstree Studios, the days before we began shooting, there was so much to be planned. Stages had to be allotted; sets built; costumes designed; lights rigged; actors hired; locations scouted; etcetera. And all this had to be within the **BUDGET** - The Word that haunts any producer - The Word that is sacred. Go over The Word and see a world of weeping, and a certain amount of gnashing.

Since its not only armies that march on their stomachs, studio-catering is the first thing to get right. This may come as news to some studio caterers. Some get the food wrong - but that is for another WC. Filming on location - meals are the high point of the day. Any day. It's a brave producer who doesn't provide the cast and crew with a more than hearty range of hot - and cold (the union says) - eats. This is often against all the odds if, for instance you're filming in a desert or up a mountain. But somehow quaint and nondescript little vans will turn up, let down their sides and display fish and chips, lasagne and chips, curry and chips, etcetera and chips. And tea. And all for nothing. Well, you don't have to pay for it. But they do. The producers. It comes out of the **BUDGET**. But only on location. If you're filming in a studio it doesn't count. (For other things that don't count, see No 4 of TNWCIEIOTFTMIC)

So there I was in the production office at Elstree when APWSBN (ref No 5 of TNWCIEIOTFTMIC) walks in from America. (Figure of speech in use -





Wait, STILL no cake?

he'd arrived some weeks before, by plane). The conversation turned to the subject of refreshments. Naturally a running buffet of drinks and snacks would be available at all times, *à la Américain*. My mind went towards champagne, caviar and M&Ms but Robert Watts, the Production Manager looked shocked.

Robert is English and is chiefly famous, not for his work on the Trilogy, the Indy films and Roger Rabbit, but for christening me Stardust - he had obviously made a quick assessment of my talents. Years later I felt a thrill when I finally saw my name up in dappled gold neon lights. You will remember where we stayed in Yuma - yes! - The Stardust Motel. Oh well, it was start.

Anyway, RW looked shocked not because of the cost of caviar and champagne (to say nothing of the M&Ms) (actually I'd rather just have M&Ms) but because in England, this is simply NOT DONE! Give food away! This could lead to rioting in the streets - to total anarchy. Or worse, it could inflate the BUDGET. Even worse, it would set a precedent and any film made in the future on England's green would have to provide refreshments gratis. The entire population would become actors just to get a free bun, so there would be no one left to watch the movies so they wouldn't get made and that would truly be the end of civilisation as we know it.

Great Britain is justly famed for its proud traditions and the greatest of all is tea time - tea is what made the (British) Empire great. (Why, the very word great contains the exact letters required to make *tea*) (also allowing you, at the same time, to make the word *eg*).

Nothing gets moving on the set before the entire workforce (small 'f') has had a bacon roll (for further discussion on the subject, yet again, see number 5 of TNWCINEIOFIETMIC re Mon Mochma having a roll with me) and a cuppa. Only then can the day begin. Only then can the expensive studio machine roll into action (bit of a pun there which was actually accidental). The whole process to be replicated at eleven in the morning and four in the afternoon, with bacon being replaced by cakes. But tea, ever. It is known as The Great British Tea Break. But tea and cakes do not grow on trees. Give them more!!

Not said RW. Let them eat cake - but let them pay for it!

Behold the swelling scene:

INT. DEATH STAR - DOCKING BAY. Troops of... er... troops rushing about trying to prevent heroes doing anything heroic by rushing about and firing blasters badly (see above). The scene is not going smoothly. We are behind schedule. We need another take. Suddenly the awesome interior of the Death Star grows silent. A presence is felt and now seen across the vast expanse of gleaming black deck. A palpable tension grows as the figure draws near. Troops almost break ranks, unsure how to act in the face of such a being. It is Doris.

The mythic figure approaches, pushing her jingling trolley with its gleaming urn. Steam rises from the urn - and from Doris. (It has been a long way from the kitchen to the Death Star and it's a warm day). BREAK! says the exasperated AD (obviously meaning Assistant Director, since Anthony Daniels never gets exasperated - ever- GOT THAT?).

Now the troopers know what to do. They rush in formation and form a line to Doris more regimented than anything filmed so far. The brighter ones remember to take off their helmets before they speak and the first in line says his line.

Tea please.

Surprised. Doris asks, Sugar? Two, please. There you are, dear. Thank you. That'll be four and a half pee. Oh. There. Have you got any less? No, sorry. Never mind. Wait a minute. There you are, dear. Thank you. Thank you dear. Yes love? Tea, please. Sugar? Three please. There you are.... Well you get the idea. (Took the words right out of my mouth. Ed)



Tea's ready!

HOMEWORK ASSIGNMENT:

The Great British Tea Break lasts for fifteen minutes. Calculate the actual time it takes to serve seventy-five stormtroopers a cup of tea plus the occasional cake, receive payment (average spend, the irrationally odd figure of seven and a half pee) and give change to each trooper who is now holding a scalding plastic cup in one hand, his helmet in the other with the occasional cake perched in any available nook. (NB You will remember that stormtrooper armour does not have pockets). The ones hopping in line are removing their money from their shoes. Others, oddly writhing, have found an even more private place to hide their loose change. Which may be another reason why stormtroopers show a strange reluctance to move otherwise than in a peculiarly delicate, crab-like way. As I said - all manly stuff.

On the other hand... Oh. Mickey says it's tea time. Bye.

PP After my thoughts on Christmas presents (of No 4 of TNWCINEIOFIETMIC) I am adding another idea to my list for Santa. A beautiful **Armchair Pooch**. Yes - never again search for that elusive TV remote control. Stuff it into this remarkably crafted armchair-arm pouchy-pooch/poochy-pouch and it stays where you always want it. This cuddly, long-eared bean-bag doggy-look-a-like is available in brown. Perhaps I'll just throw away the remote.

P Did I go too far? Since mentioning that in future WCs, I wouldn't (mention him), there have been no more gifts from **BIG H**. However, **Jonathan Striebel** of St Louis MO appears to have taken up the mantle. Seeing me un-gifted in Nashville and being a close follower of the WC, he generously gave me an action figure - of Three-pio. Most apt in every way. Thank you again, Jonathan.

Y2 Perhaps H won't feel quite so BIG now!

PPPPS Am I alone in the breathtaking panic I feel in the toiletries section of large stores. All those eager members of staff who want to squirt the latest expensive smell on you. Ugh! Or are they trying to tell me something?(See YOU WRITE)



P In last issue of *TNWCINEIOFIFTMIC* there was a picture captioned *My dressing room*. In fact it was an aerial shot of the whole of EMI Studios. My dressing room was rather smaller. *Very* rather smaller.

P2 Actually, the caption was correct (would that it were always thus!) but there was something missing from the photo. Here it is now... **X**

P* The Eagle Eye Award goes to **Cory Van Name!**

PS Talking of aerials, I was about to fly out of Heathrow airport the other day. I passed a notice which said **THIS DOOR IS ALARMED**. I got a little nervous myself at the thought of flying, but really...!

PsPs Horrified in Nashville's friendly O'Charley's Restaurant to be proudly told that they have their own "meat plant". Thought it sounded like **RETURN OF THE KILLER SAUSAGE TREE**. I had the pasta.

Pssssss Continuity-Approval-Meister, **Allan Kausch**, has sent me the first four comic books of *Shadows of the Empire*. Beautifully produced and an interesting story. With his new 20:20 vision he must have noticed I am happy to receive gifts (see above). Nice try, AK.

Psssssst But he's got a lot of catching up to do if he's to get the **Hoffman-Wale Award '97** (see *TNWCINEIOFIFTMIC* No 4)

PS Amazing! Thanks to **Daniel Fian** (see WC No5) and his mailing story of how my recording totally cured his illness in time for Christmas, the FDA has cleared C-3PO's first Star Wars CD album for general release. Yes, **Christmas In the Stars** is now available without prescription from all good music stores. Ho! Ho! Ho! But you will still need to go to your local pharmacy for items of a more personal nature. AD

PP* You will recall how I castigated **Rebecca Thomas**, Arlington, VA, for writing to me during her history lesson, since I did not wish her to fail her grades (No 4 of *TNWCINEIOFIFTMIC*). She now tells me she gained 88% in History. Well done! But in English, she got 94%. Ha!

PPPPPP I realize that English hasn't made itself totally at home in America. For all those not entirely sure what is a 'crack up', (see No 5 of *TNWCINEIOFIFTMIC*) I believe it may be inaccurately translated as a 'crack-up' - I'm sure you are quite familiar with that!

PPPP What would my French teacher say if he knew I recorded the voice of Threepio in EuroDisney's *Star Tours* - **IN FRENCH**!

YOU WRITE

Randy W. McKee, Muncie IN

What a terrific letter you penned about your quest for a Threepio of your own. Shame you don't know Jonathan Striebel. (see **p** above) It is amazing what you can achieve if you really pursue your goal, isn't it. Even to the extent of looking for the first three *Wonder Columns* that you tragically missed! I'm sure Dan Madsen, who tells me he is the publisher of *The Insider*, would arrange it for you if you sent him the cover price. Clearly you are a man of some discernment and taste. AD

Stephen Pellican, Bronx NY

I sorry that you were disappointed when you met me in 1984 because I wasn't in a gold suit. If you met me today you'd probably feel even worse. AD

Buba Bob, Mina AK

You seem to be confused. **WODA** - The Fragrance is actually meant to cure **WODA ODA** not cause it. Sorry, no refunds. AD

Christopher Reid, Bellville NJ

Appalled to hear that on your visit to *Star Tours* you noticed 3PO's hand had fallen off and was lying at his feet. Amazed to hear that on your return (having notified the *S T* operators) that his hand was back in place. Clearly the Force is strong in you. I'm very grateful. So is 3PO. So's Wahi. AD

Jeff Edmonds, Kingsport TN

You noticed that there are stormtrooper helmets in the Ewok village. What happened to the stormtrooper's bodies?? Good question. Jeff. See *Cantina Cuisine* No 53 for a possible (but completely tasteless) answer. AD

Andrew Myes, Modbury North Australia

I'm slightly surprised that you are teaching your two year-old son to say *Poo-Do*. With toddlers, surely actions speak louder than words. AD

SH★WBizNuzzz

THE MOVIE THEY TRIED TO BAN

RESERVOIR
EWOKS

YOU'LL NEVER STROKE FUR AGAIN



STAR WARS INSIDER



LUCASFILM'S LATEST



LUCASFILM LICENSING Publishing

In September, Bantam Books released the second book in Michael P. Kube-McDowell's Black Fleet Crisis trilogy, entitled *Shield of Lies*.

In October, the third book in Michael Stackpole's X-Wing series, *The Kriken Trap* hit book shelves. Both novels will also be available as audiobooks.

The sixth book in Kevin J. Anderson and Rebecca Moesta's Young Jedi Knights series, *Jedi Under Siege*, was released in September from Berkley Books.

Following the success of the *Mas Eister Cuifada* pop-up book, in September, Little Brown published the *Jabba's Palace* pop-up, with all new art by Ralph McQuarrie, and text by Kevin J. Anderson.



LUCAS DIGITAL LM

Industrial Light & Magic visual effects magicians are currently working on a variety of exciting feature film projects including: *Jurassic Park: The Lost World*, the highly anticipated sequel to *Jurassic Park* from Steven Spielberg; *Mars Attacks!*, from director Tim Burton (Batman); *101 Dalmatians*, the latest from John Hughes (*Home Alone*); *Men In Black*, from director Barry Sonnenfeld (*Get Shorty*); *Daylight*, starring Sylvester Stallone and directed by Bob Cohen (*Dragonheart*); *Star Trek: First Contact*, directed by 'Number One' himself, Jonathan Frakes; the comic book tale *Spawn*, directed by former ILM Visual Effects Supervisor Mark Dippe; and the *Star Wars Trilogy Special Edition* due in theaters next year to celebrate 20 years of Star Wars history. ILM's commercial division is producing work for a number of clients including: KFC, Eveready Energizer, Saturn, Dodge, Burger King Food, and Allegro.

SKYWALKER SOUND

Skywalker Sound is currently adding their audio magic to the following projects: *Sleepers*, starring Robert DeNiro, Brad Pitt and Dustin Hoffman, and directed by Barry Levinson (*Disclosure*); *One Fine Day* starring Michelle Pfeiffer and George Clooney; Disney's next animated feature, *Hercules: Enchanted Castles*, an IWBKS film; *Among Wolves*, an IMAX film; *Romeo & Juliet* starring Leonardo DiCaprio and Claire Danes; *Beverly Hills Ninja*; and *The Young Indiana*

Jones Chronicles. Like ILM, Skywalker Sound is also working on *Mars Attacks!* and *Jurassic Park: The Lost World*. A number of musical artists have been at work at Skywalker's recording stage including: Boyz n the Slugga, Kenny G, Journey, Patty Austin, and the Pointer Sisters.

And current commercial clients include: Chevy, Toyota, Pacific Bell, and Eveready Energizer.



THX

The entire THX Division is currently enjoying huge growth. The mandate of THX that films should be experienced with the highest quality picture and sound wherever they are presented, is a philosophy that continues to gain momentum in all areas of the film industry.

The THX Theatre Program has now certified more than 1,100 cinemas worldwide with many more presently in design. Recent international certifications include auditoriums in Australia, Austria, Belgium, Denmark, France, Germany, Indonesia and Sweden.

American sites are opening at a faster rate than ever before and three theatre chains, Art III, Cinemaster and Cinamerica, are now committed to building 'All THX' multiplexes!

A brand new trailer known as 'Tex' debuted in THX cinemas in conjunction with the release of *Independence Day*. The light-hearted 46-second intro has visuals developed by Pixar (*Toy Story*) and sound design by Gary Rydstrom (*Jurassic Park*, *T2*). Reaction to the trailer has been extremely enthusiastic all over the world with audiences cheering and applauding!

The THX Theatre Alignment Program (TAP) continues to assure quality film presentation through its various services related to reel review and laboratory work. The department's latest projects include *The Rock*, *Phenomena*, and *Jack* (Buena Vista), *The Firm* (Sony Pictures), *Twister* (Warner Bros.) and *Independence Day* (20th Century Fox).

Home THX has certified a variety of new products, all of which meet the exacting standards required by Lucasfilm Ltd. to recreate rising stage quality film sound in the home. New hi-fi components to display the THX trademark come from Boston Acoustics, Carver, Denon, Kenwood, Lexicon, and Technics.

The THX Laser Disc Program has been renamed THX Digital Mastering as the department now works with videotape as well as laser disc, and will also provide services for DVD. THX Digital Mastering sets out to cre-

ate the highest quality masters from original film elements before transferring them onto any home video medium.

There are now over 100 THX laser disc titles available, and once again, THX titles ran away with all the major awards at the OVIDA (Optical Video Disc Association) annual ceremony. The winning categories for THX included Best Overall Disc (*The Lion King*), Best Sound (*True Lies*), and Hall of Fame Best Overall Disc (*Amadeus*). After the phenomenal sales of the THX Digitally Mastered *Star Wars Trilogy* videotapes (30 million units), look out for these other titles either available now or shortly to be released: *Die Hard Trilogy: E.T.*, *The Extra-Terrestrial*, *Heavy Metal*, *The Last of the Mohicans*, *The Sound of Music*, *Speed*, *Tenchi-Mayo in Love*, *Twister*, and *The Wizard of Oz*.




LUCASARTS

Four award-winning *Star Wars* games, among the best-selling PC CD-Rom game titles of all time, are now available together in LucasArts Entertainment Company's second compilation release, The LucasArts Archives Vol. II: The *Star Wars* Collection.

The package is highlighted by the bonus multimedia CD-ROM, *Making Magic: A Behind-the-Scenes Look at the Making of the Star Wars Trilogy Special Edition*. The disc offers an exclusive interview with George Lucas and a limited sneak preview of the digital enhancements from the *Star Wars Trilogy Special Edition*, set for theatrical release in 1997.

As formidable a force as the Rebel Alliance, the collection includes three classic *Star Wars* titles: *Rebel Assault*, *Rebel Assault II: The Hidden Empire*, and *TIE Fighter Collector's CD-ROM*, as well as *Dark Forces Super Sampler Edition*.

"Yoda's Help Desk" Offers LucasArts Gameplayers Round-The-Clock Assistance Via Company's Internet Website

With assistance from Yoda, one of the most beloved characters in the *Star Wars* trilogy, LucasArts Entertainment Company takes a step toward fulfilling the promise of the Internet by launching Yoda's Help Desk, an on-line interactive help system designed to guide gameplayers through a variety of technical support issues. Accessible through the LucasArts website at www.lucasarts.com, Yoda's Help Desk provides detailed answers via the Internet regarding software compatibility questions gathered from the company's product support department database. 



PICK A CARD, ANY CARD:

MAKING

MOVIE MAGIC

AT DECIPHER, INC.

by Jack Scrip



"Movie magic" is a phrase frequently used in entertainment journalism. While it carries with it a variety of connotations, it is most often applied to the realm of special effects, where cinematic illusionists, employing sleight-of-eye techniques ranging from the deceptively simple to the astonishingly complex, borrow reality from the audience and make it vanish in a flourish of light and sound, only to reappear a moment later, transformed almost beyond recognition on the screen before them.

Unquestionably, George Lucas's *Star Wars* films contain some of the most incredible visual legerdemain ever committed to celluloid. Within the last two years, however, the *Star Wars* trilogy has been the focus for a new type

of movie magic being performed in the headquarters of the Norfolk-based Decipher, Inc., the company which produces games like *How to Host a Murder* and the *Star Trek: The Next Generation* Customizable Card Game.

In 1995, Decipher released the *Star Wars* Customizable Card Game. The game was an instant success, with sales at times eclipsing those of *Magic: The Gathering*, the granddaddy of all collectible card games (CCGs). Unlike *Magic* cards, which are illustrated with unique works of art commissioned from a variety of artists on a per-card basis, Decipher's *Star Wars* cards feature photographic images taken from the films themselves. For the high-tech wizards at this east coast company, however, the production of the game is a continual magic show, involving vanishings and reappearance, transpositions and transformations. In a new version of the classic sawing-a-person-in-half-trick, Lucas's films are bisected, trisected, and dissected, then put back together again in a form which is similar to the original, yet completely different.

In July of 1996, Decipher released *A New Hope*, the first expansion card set for the *Star Wars* CCG. A month prior to the release, representatives from the *Star Wars* *Journal* and other industry publications were given a glimpse into how the cards were created—an opportunity, so to speak, to watch the magicians perform from backstage. Leafing through a deck of *Star Wars* cards, gamers who know the films well are often surprised to find images of familiar characters and items in situations and places which they just can't place in the films; as well, many of the cards



A new vehicle from *A New Hope*.

contain unfamiliar items and props which a die-hard *Star Wars* fan might swear never appeared anywhere in the trilogy, let alone the first film, which served as the source for most of the images in the basic set and the *New Hope* expansion. And they'd be right.

There are two primary sources for the images which end up on *Star Wars* cards. The first, not surprisingly, is the trilogy itself: the *Star Wars* films. For the *New Hope* expansion, the core source of visuals was a first-generation print of the original *Star Wars* film. Members of Decipher's Art Department scrolled through the film frame by frame using a massive 70 mm film editing machine. When a





David Prowse was the guest of honor at Decipher unveiling of *A New Hope* this past summer in Norfolk, Virginia.

suitable image is found, that frame of film is actually cut out of the reel and a blank slug spliced in to mark the spot from which the frame was removed. The spliced out frames are then sent out to be digitized and put on computer discs. Tucked away in a tiny room at the rear of Decipher's Art Department, this machine is not just a tool, but something of a collector's item, as well, as Matt Mariani, Decipher's Director of Public Relations and Marketing, explained.

"Since they don't shoot films in 70 mm, they don't make these anymore," he said. "This is one of a very few still in operation in North America, and we have to have people come in from Germany to fix it when it needs repair."

The second primary image source is a collection of CDs which contain thousands of photographs from the Lucasfilm archives. These photos include a wide variety of images, ranging from "clips from the cutting room floor" to behind-the-scenes photos such as starship models and make-up test shots. In some cases, photos from the CD archives are used on their own as the source for cards; however, both sources are sometimes used for a single card. As Rob Burns, one of Decipher's computer artists, explained, this is where the real magic (Or is that "reel" magic?) happens.

"Basically," said Burns, in reference to himself and colleague Joe Boulden, "we're art restorers. We take tiny little aliens who took up 3 grains of film in the original movie and



An actual metal frame used to create the *Star Wars* CCG.

turn them into cards." With the wide-eyed enthusiasm characteristic of a man who truly loves his work, he recalled the experience of creating "Swilla Corey," a dark side card from *A New Hope*.

"There was this blonde woman who appears behind Obi-Wan Kenobi and Chewbacca in the cantina," Burns explained. "I saw the film 100 times and didn't remember seeing her. While cranking through the film frame by frame, you can see her in about four blurry and grainy frames in the cantina scene, right over Obi-Wan's shoulder. Our Art Director, Dan Burns, went to the Lucasfilm archives, researched who the actress was, and got access to her black-and-white make-up test shots, which gave us nice, clean close-ups of her.

Using Adobe Photoshop, we colorized them and recomposed them into the original shot. We came up with a name, and West End Games [See sidebar] helped us out with her lore. That's how she became an official character in the *Star Wars* universe."

As computer artists, Burns and Boulden are responsible for retouching the images extracted from the film and archive photos. Oftentimes, retouching is simply a matter of improving color quality and sharpening detail in an attempt to bring clarity to an image. Though simple in theory, it can be a daunting

task, since what works visually on the huge movie screen might not necessarily be effective in the 2" x 2 1/2" space available on a *Star Wars* card. Nonetheless, Burns and Boulden strive to transfer the visual experience of the film to the card.

On one hand, their goal in retouching is to





New Hope cards add to the expanding *Star Wars* universe.

allow for the appreciation of the fine detail and nuances of the image. "The original *Millenium Falcon* is four feet in diameter, weighs 200 pounds, and is made from everything from plastic to plywood," said Baulden. "We tried to take all that detail and condense it into a single card."

On the other hand, they want to reproduce on a small scale the emotional impact of viewing those images on the big screen for the first time. "Being fans ourselves, we try to combine the experience of seeing the films, our memories of them, with the actual images themselves," added Burns. "We try to make images look the way you remember them rather than the way they ended up." Burns demonstrated one technique for resolving the tension that can exist be-

West End Games has been expanding the *Star Wars* universe since 1987, when they released their first *Star Wars* Roleplaying game. West End has added, among other things Imperial Dreadnaughts, and Rodians (Greedo's species) to lexicon of *Star Wars*. Bill Smith has worked at West End Games since 1991, and is widely regarded as one of the foremost experts on the *Star Wars* universe. Bill works closely with other licensees to create links and continuity between various products so that the *Star Wars* universe weaves into a coherent whole. We asked Bill to give us his top ten *Star Wars* creations from outside the films:

Bill Smith's Top 10 Favorite 'Expanded *Star Wars* Universe Creations'

Picking my ten favorite original *Star Wars* creations wasn't easy!

10. Coruscant/Imperial Center. This glimpse of the Imperial homeworld—brought to you by Ralph McQuarrie and Kevin J. Anderson—is just breathtaking. I can't wait to see it on the big screen! (*The Illustrated Star Wars Universe*.)

9. DarkStryder Technology. A completely alien technology in the hands of a rogue Imperial Moff with visions of a new Empire! DarkStryder was a lot of fun to help create. (West End Games)

8. TIE Defender. For those of you who think the TIE Interceptor isn't mean enough! (LucasArts)

7. TIE Scout. Leave it to the Empire to create a ship that can handle planetary exploration and domination in one tidy package. (Decipher)

6. Jedi Holocron. Tom Veitch's gizmo is a great extension of the technologies of holograms, mass data storage and artificial intelligence. The end result is something almost 'magical.' It also provided a great justification to do the *Tales of the Jedi* comics, which I think are wonderful. (Dark Horse)

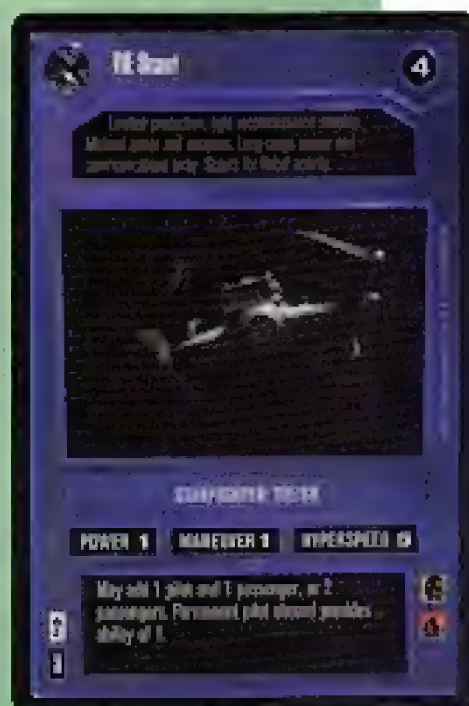
5. Imperial Troop Transport. Kenner's first 'original' toy (not shown in the movies) is a great design with neat sound effects. I liked the mini-rigs too! (Kenner)

4. Shadows of the Empire Card Series. I haven't seen the entire card set, but I know they'll make the list because I love the work of the Hildebrandts! (Topps.)

3. The 'Shira Brie' Storyline. The story of Shira Brie is my favorite *Star Wars* comic story! (Marvel *Star Wars* Issues 55-63.) The *Tarkin* story—issues 51 & 52—is also quite good.

2. Gallandro. Brian Daley's rogulish gunman is a great foe for the young and brash Han Solo. (Del Rey)

1. Grand Admiral Thrawn. Tim Zahn's villain proves that cunning and intelligence are the most dangerous weapons in the galaxy. (Bantam)





A few original *Star Wars* illustrations created just for Decipher's new expansion set.

tween the real image and its remembered version. As he retouches an image for color and detail, he retains a copy of the original, unaltered image.

With its vivid color and sharpened detail, the retouched image is almost too real, too perfect, so Burns creates the final image by combining the original and the retouched version at a 50/50 ratio.

With some images, retouching can be a challenging creative process, on par with producing an original painting or sculpture. Burns recalled such a challenge with the dark side character, Chief Bast. "In the scene we used for the card, Bast is talking," said Burns. As a result, in all of


the frames that make up that scene, his mouth is open, which made for an awkward-looking image. "We found an image of him with his mouth closed somewhere else and used it to replace the open mouth for the card," he explained.

In addition to characters, another category of imagery often subject to extensive retouching is ships. The fleets available to the Rebels and the Empire in the *Star Wars* CCG contain a number of ships which did not appear in any of the films, nor did they spring from the mind of George Lucas himself. The game's designers frequently tapped into *Star Wars* lore developed by West End Games [See sidebar] for its *Star Wars* role-

playing game. Cards such as the "TIE Scout" and the "TIE Vanguard" depict ships that were created as part of West End Games' expansion of the *Star Wars* universe, not as part of Lucas's films. Explained Boulden, "The TIE Scout is a ship that only exists in the computer, but we had to make it look like it belonged in the film." Toward that end, images of TIE fighters from the film were altered to create the Scout, as well as the Vanguard.

When the image for a card is complete, it is then combined with its lore and game text within the card frame. As with the card imagery, even these simple-looking colored frames hold fascinating secrets. As Mariani demonstrated, the frames which appear on the cards were not computer-generated. The Art Department did initially try computer-generated frames, but the colors and textures did not meet Decipher's high standards of quality for production. Instead, Decipher hired a company to build aluminum versions of the frames approximately 2' x 3' in size and about an inch thick; these frames were then photographed and the photographs digitized in the same manner as the frames of film.

Once composed, the cards are submitted to Lucasfilm for approval. After any requested changes are made, the cards are assembled into press sheets using Quark Xpress. They are then sent to Carta Mundi, a printing company in Belgium, where the cards are printed, sorted, and packaged for distribution.

The *New Hope* expansion has been in circulation for about 3 months, and response to the card set's art, as well as gameplay enhancements, has been strong. At Decipher, Inc., the show goes on as the company prepares for the upcoming release of the 11th expansion based on *The Empire Strikes Back*. Decipher has certainly worked magic in its contributions to the expansion of the *Star Wars* universe, and we need only pick a card, any card, to see their wizardry. Of course, the difference between magicians and Decipher's staff is that they love to tell how it's done. 



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S H I P P I N G



D E C E M B E R

THE STAR WARS UNIVERSE



Michael Carter: FORTUNA(TE) SON?

by Scott Chernoff

Sure, Michael Carter played Jabba the Hutt's dim-witted major-domo Bib Fortuna in *Return of the Jedi*, but off the set the accomplished British actor/writer is anything but dumb. Speaking to the *Insider* by phone from London—where he was rehearsing for his role as the Priest in the Royal National Theatre's *Greece and New York-bound productions of Oedipus Rex and Oedipus at Colonus*—Carter recalled, "I liked Bib, I enjoyed playing him. He was stupid in an endearing way—quite innocent, yet quite scary."

"I thought maybe, if he'd been brought up in another place, he might have turned out to be a rather sweet bloke."

Indeed, despite Bib's unforgettable obtrusive, uh, appendages, Carter was able to convey a touching vulnerability through his make-up and contact lenses, transforming what could have been a stock character into a sadly haunting figure. "Once I got it all on and looked in the mirror," Carter said, "it had an immediate effect. Those red, glowing eyes. It had a feminine look, I think. I would wait until the make-up was on and then kind of meditate it for a moment. The make-up dictates your performance."

He utilized the same technique in the 1983 Michael Mann film *The Keep*, in which he starred as a mysterious "monster/warlord"—a role he scored based on his work in *Jedi*. But fans are more apt to recognize him for his turn, sans prosthetics, as a victim who gets mauled in a subway station in the 1981 classic *An American Werewolf in London*.

Since playing Fortuna, Carter has frequently appeared on stage and television in the U.K. In fact, he recently starred on the British medical series *Call Red* alongside his old friend Dermot Crowley—*Jedi*'s General Madine. (Carter also starred in a London play with Anthony Daniels in 1980, two years before filming *Jedi*.)

In addition, Carter wrote the 1990 Anthony Hopkins film *One Man's War*, and the writer also has in development a documentary series, a comedy/drama series for the BBC, and a possible science-fiction screenplay. The 49-year-old father-of-two met the woman he's marrying in December during his 1989-90 Broadway run in Shakespeare's *The Merchant of Venice* with Dustin Hoffman.

Still, nothing jumps off the resumé quite like *Return of the Jedi*. "I was doing a television series when I auditioned," Carter revealed. "The movie was under the name *Blue Harvest*, and Richard Marquand interviewed me for about 30 minutes. He said, 'It's a children's film, you work five weeks, and it should be a lot of fun. I really want you to do the film. Do you want the job?' When I said yes, he said, 'Look, you can't tell anyone, but it's the next *Star Wars* movie.' I was kind of thrilled."

But the thrill was almost gone after five sweaty weeks under the Bib headpiece. "The first time we put it on, it took about eight-and-a-half hours," he remembered. "[Make-up artist] Nick Dudman got it down to 59 minutes. Once I had that headpiece on, it was on all day. One day I had a terrible



itch. After about six hours I was ready to give my children away. Nick split it open down the middle and I scratched, and from then on he made the headpiece able to open up in the middle." Carter was forced to spend many breaks reclining in a dentist's chair, where he could rest his heavy head.

Jabba's other palace denizens didn't have those problems, Carter said, because "the other guys wore masks—they came off easily." But that didn't stop Carter from bonding with the numerous creatures strutting around the palace set. "It was tremendous fun doing *Star Wars*," he said. "You'd show up on the set, and everyone would be dressed in a crazy costume and everyone was having fun. All the creatures would come by my dressing room. You'd walk in, and there'd be four or five creatures having coffee."

Now, Carter finds himself waiting like many fans to see how many more creatures will fill Jabba's court when the *Return of the Jedi Special Edition* hits theatres next year. But it's doubtful the updated version will top Carter's memories of the first. "I still get fan letters," he said. "I'm surprised it's still coming in 13 years after the fact. But then, they're kind of classics of their time, and the characters are such wonderful creations." Credit at least a little of that to Michael Carter. 🐉





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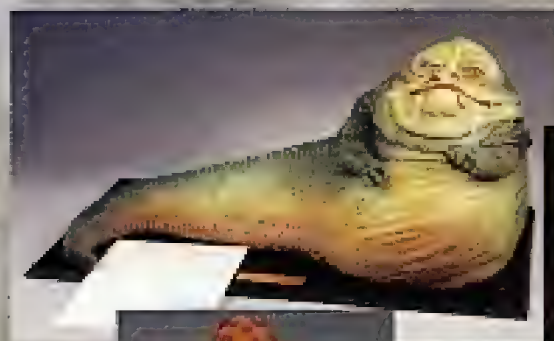
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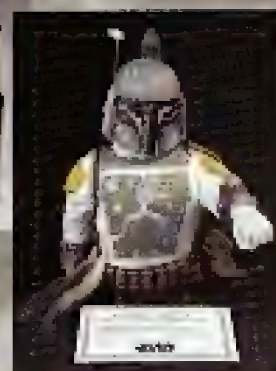
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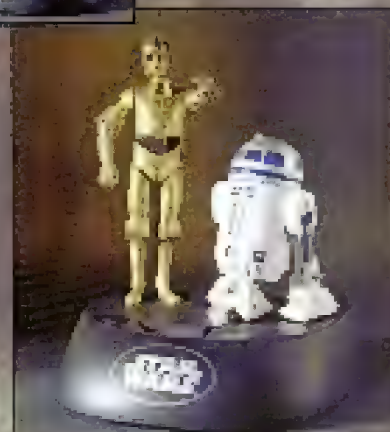
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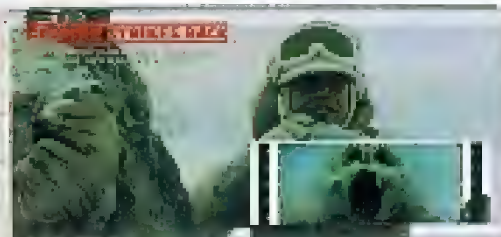
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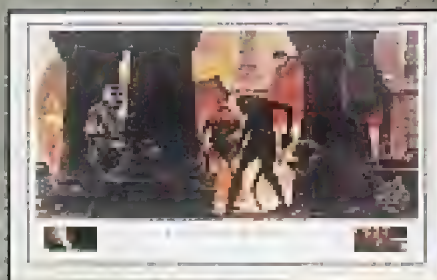
MOS EISLEY CANTINA

LTC13

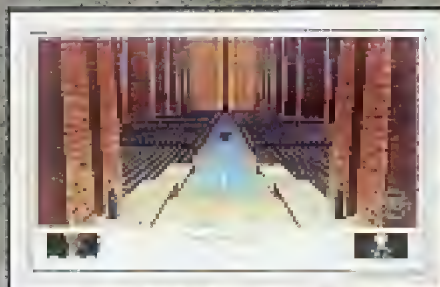
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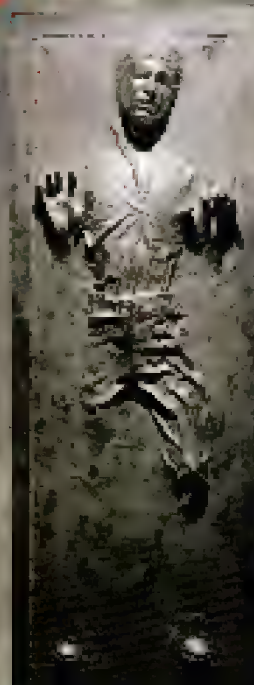


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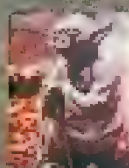
LMP2



LMP3



LMP1



LMP4

STAR WARS MOUSEPADS

LMP1

ASTEROID BATTLE

LMP2

DARTH VADER

LMP3

LEIA AND LUKE

LMP4

YODA

LMP5

REBEL ASSAULT

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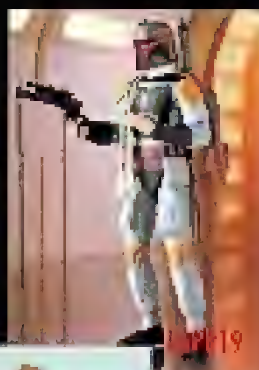
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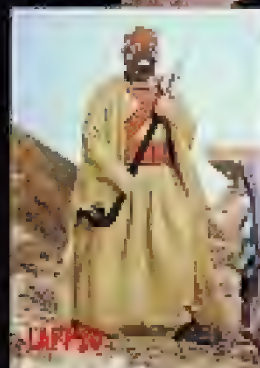
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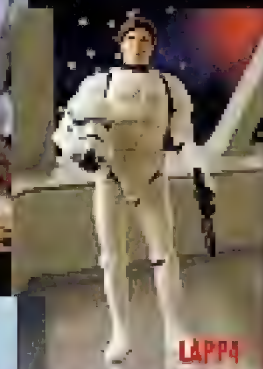
LAPP19



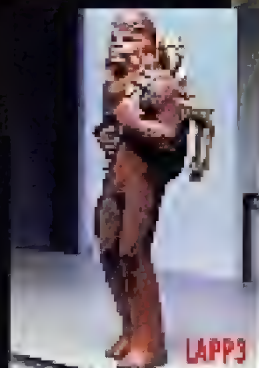
LAPP20



LAPP21



LAPP4



LAPP3



STAR WARS CERAMIC FIGURAL MUGS

EACH OF THESE UNIQUE MUGS HOLDS APPROXIMATELY 14 OZ. AND COMES PACKAGED IN A SPECIAL GIFT BOX!

LAPP13 DARTH VADER
LAPP15 STORMTROOPER
LAPP18 C-3PO

PRICE, EACH: \$15.00

TALKING R2-D2

THIS INCREDIBLE VOICE ACTIVATED R2 UNIT NOT ONLY EMITS AUTHENTIC ARTOO BEEPS, IT ALSO RECORDS YOUR VOICE AND PLAYS IT BACK ON COMMAND! ONCE ARTOO IS ACTIVATED IT WILL RECORD A MESSAGE AND THEN PLAY IT BACK EACH TIME YOU VOICE ACTIVATE. MESSAGES CAN BE CHANGED EACH TIME YOU TURN IT ON FOR HOURS OF FUN. BATTERIES INCLUDED.

LG3 \$32.00

NEW



STAR WARS VINYL DOLLS

ADD EACH OF THESE HIGHLY DETAILED DOLLS TO YOUR COLLECTION! STANDS APPROXIMATELY 10" TALL.

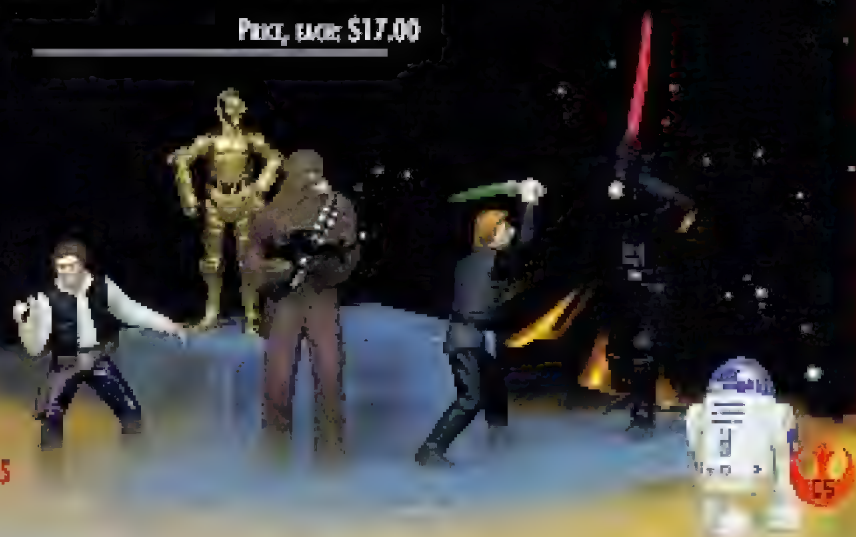
LAPP1 LUKE SKYWALKER AND YODA
LAPP3 CHEWBACCA AND C-3PO
LAPP4 HAN SOLO IN STORMTROOPER OUTFIT
LAPP19 BOBA FETT
LAPP20 TUSKEN RAIDER
LAPP21 LENA IN ENDOR GEAR
PRICE, EACH: \$17.00

STAR WARS BOXED FIGURINE SET

SET INCLUDES SIX FIGURES APPROXIMATELY 3 1/2" TALL. COMES WITH BESPIN DISPLAY PLATFORM. PACKAGED IN A GIFT BOX AND SEQUENTIALLY NUMBERED FOR COLLECTIBILITY. SET INCLUDES THE FOLLOWING FIGURES IN ACTION POSES: LUKE SKYWALKER, HAN SOLO, DARTH VADER, CHEWBACCA, C-3PO AND R2-D2.

LAPP5 PRICE PER SET: \$15.95

LAPP5



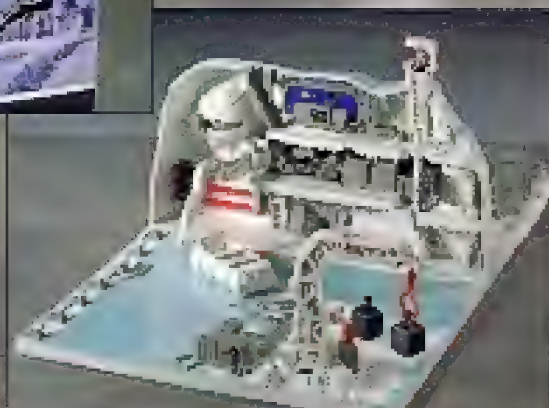
VISA OR MASTERCARD 1-800-TRUE-FAN







LTY25



ACTION FLEET PLAYSETS: HOTH AND THE DEATH STAR

THE BIGGEST AND BEST GALOGB PLAYSETS YET, WITH DOZENS OF MOVING PARTS, SPRING LOADED WEAPONS, AND A FOLD TOGETHER CARRY CASE FOR EASY TRANSPORT. BOTH HOTH AND THE DEATH STAR FEATURE FIVE NEW FIGURES AND ONE EXCLUSIVE BATTLE-DAMAGED ACTION FLEET VEHICLE. EACH COMES WITH BRAND NEW PACKAGING ART ILLUSTRATED BY RALPH MCGUARRIE!

LTY25 HOTH

PRICE: \$39.95

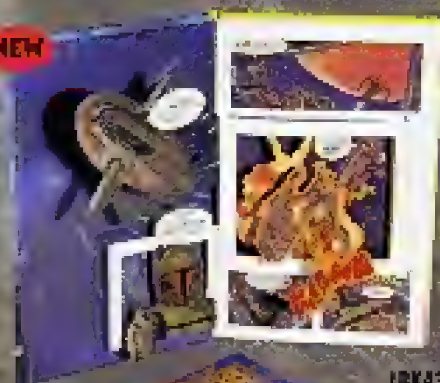
LTY26 DEATH STAR

PRICE: \$39.95



LTY26

NEW



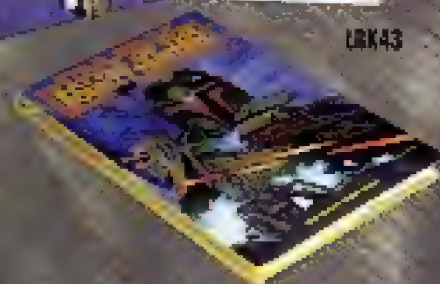
LBK43

BATTLE OF THE BOUNTY HUNTERS POP-UP BOOK

A POP-UP BOOK THAT TAKES NO PRISONERS! DARK HORSE COMICS HAS PUT TOGETHER SOME UNBELIEVABLE ILLUSTRATIONS FROM ARTIST CHRIS MOULLEN FOR THIS, THEIR FIRST POP-UP COMIC BOOK. EVERY PAGE POPS UP!

LBK43

PRICE: \$17.95



NEW POP-UP BOOKS FROM LITTLE BROWN

TWO NEW BOOKS WITH THE CLASSIC VEHICLES OF GOOD AND EVIL POPPING UP AT YOU ON EVERY PAGE. INCLUDES FANTASTIC FOUR PAGE GOLD-OUT.

LBK45 REBEL ALLIANCE: SHIPS OF THE FLEET POP-UP BOOK

LBK46 GALACTIC EMPIRE: SHIPS OF THE FLEET POP-UP BOOK

PRICE, EACH: \$15.95



LBK37

DARK EMPIRE II SIGNED HARDCOVER LIMITED EDITION

PACKAGING DOESN'T GET ANY NICER THAN THIS. ONE OF THE ALL TIME GREAT STAR WARS COMIC CLASSICS HARDBOUND, WITH SLIPCASE, AND SIGNED BY CREATORS TOM VEITCH AND CAM KENNEDY. STRICTLY LIMITED EDITION OF 1,000 COPIES.

LBK37 PRICE: \$99.95



LBK46

LBK45

STAR WARS: THE FORCE AWAKENS



LBK52 STAR WARS ROLEPLAYING GAME HARDCOVER 2ND EDITION

WEST END GAMES KEEPS MAKING GREAT *Star Wars* ROLEPLAYING MATERIAL, BUT THE 2ND EDITION OF THEIR POPULAR *Star Wars* ROLEPLAYING GAME RULEBOOK IN HARDCOVER IS THEIR MOST AMBITIOUS OFFERING YET. COMPLETELY REVISED AND UPDATED, THIS TIME IT NOW HAS 288 PAGES AND FULL COLOR ILLUSTRATIONS THROUGHOUT. THIS IS EVERYTHING YOU NEED TO GET STARTED ROLEPLAYING IN THE *Star Wars* UNIVERSE. GREAT BOTH FOR THE EXPERIENCED GAMER AND THE ABSOLUTE BEGINNER.

LBK51 *Star Wars Roleplaying Game* \$30.00

LBK52 *Star Wars Roleplaying Game Hardcover 2nd Edition* \$20.00

LBK53 *Kathol Rift Darkstryder Supplement* \$15.00

LBK54 *Star Wars Live-Action Adventures* \$20.00

LBK55 *Classic Adventures 3* \$18.00



HIGH BRIDGE AUDIO

THE WAIT IS OVER! *Return of the Jedi* radio drama is here, and now you can get the final chapter of the *Star Wars* radio drama individually or in a special set featuring the whole trilogy. The *Star Wars* radio dramas go WAY BEYOND THE MOVIES WITH MATERIAL HEARD NOWHERE ELSE. *Return of the Jedi* was written by BRIAN DALEY AND FEATURES THE VOICES OF ANTHONY DANIELS, ED ASNER, AND JOHN LITHGOW. LIKE RADIO DRAMA DIRECTOR JOHN MADDEN SAYS, "YOU MAY THINK YOU'VE SEEN THE MOVIE; WAIT TILL YOU HEAR IT."

Return of the Jedi Audio Drama

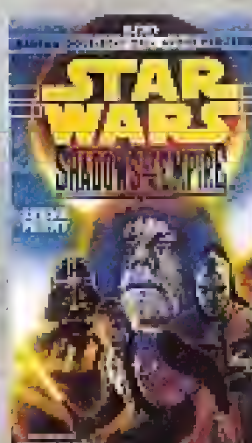
LAC23 CDs \$34.95

LAC24 CASSETTES \$25.95

LAC26 COMPLETE TRILOGY ON CD \$135.00

LAC27 THE COMPLETE TRILOGY ON CASSETTE \$105.85

LAC28 THE COLLECTOR'S LIMITED EDITION \$195.00



SHADOWS OF THE EMPIRE AUDIO BOOK

ANTHONY HEALD READS THE BEST-SELLING NOVEL, FEATURING ORIGINAL *Star Wars* MUSIC, THE SPECIFICALLY COMPOSED "XIZOR'S THEME," AND SOUND EFFECTS. THIS EXCITING *Star Wars* MULTIMEDIA ADVENTURE ADDS A NEW CHAPTER TO THE *Star Wars* SAGA THAT NO FAN WILL WANT TO MISS!

LAC22 PRICE \$16.99

NEW STAR WARS: THE NEW REBELLION AUDIO BOOK

HEAR THE LATEST *Star Wars* NOVEL IN AUDIO BOOK FORMAT, READ BY ANTHONY HEALD. OVER 180 MINUTES ON TWO CASSETTES.

LAC29 \$16.99

SHADOWS OF THE EMPIRE ENHANCED SOUNDTRACK CD

JOEL MCNEELY AND THE ROYAL SCOTTISH NATIONAL ORCHESTRA BRING YOU OVER 50 MINUTES OF GRAND MUSIC INSPIRED BY *SHADOWS OF THE EMPIRE*. ALSO FEATURES INTERACTIVE CD-ROM WHICH INCLUDES NINTENDO 64 SCREEN SHOTS AND MUCH MORE.

LAC21 PRICE \$17.99



LIMITED EDITION SERICELS FROM "THE STAR WARS HOLIDAY SPECIAL"

NEW



REBEL VEHICLE POSTER

THE VEHICLES OF THE REBEL ALLIANCE POSTER HAS SPECIFICATIONS OF STARSHIPS LAID OUT BEAUTIFULLY IN FULL-COLOR, 24" BY 36".

LP43

Price: \$15.00



LP43



OBI-WAN KENOBI PRINT

THIS BEAUTIFUL PORTRAIT BY ACCLAIMED ARTIST DAVE DORMAN FEATURES JEDI KNIGHT, OBI-WAN KENOBI REGALLY POSED ON THE

PLANET OF TATOOINE, UNDER TWIN SUNS. THE FIRST IN A NEW SERIES OF PORTRAIT PAINTINGS, THIS IS LIMITED TO A PRINT RUN OF 1,500, AND IS SIGNED AND NUMBERED BY THE ARTIST. PRINTED ON QUALITY ARCHIVAL PAPER WITH LIGHT-FAST INKS. COMES WITH MATTING AND FRAMING RECOMMENDATIONS. SURE TO BECOME A COLLECTOR'S ITEM.

Size: 16" x 20"

LP39

Price: \$45.00

NEW



BOBA FETT THE BOUNTY HUNTER

THIS SERICEL IS A HAND SILK-SCREENED REPRODUCTION OF AN ORIGINAL CEL FROM THE "THE STAR WARS HOLIDAY SPECIAL". EACH SERICEL COMES COMPLETE WITH COLOR LITHOGRAPH BACKGROUND, CERTIFICATE OF AUTHENTICITY, LUCASFILM SEAL, AND IS DOUBLE MATTED AND SEALED IN PROTECTIVE PLASTIC. MATTED SERICELS MEASURES 15" x 17". LIMITED EDITION OF 5,000.

LCEL1

\$89.95

STORMTROOPER BATTLE CRUISER

ANOTHER GREAT MOMENT FROM THE BRILLIANT ANIMATED SEQUENCE FROM "THE STAR WARS HOLIDAY SPECIAL" IS CAPTURED IN THIS BEAUTIFUL SERICEL. MATTED SERICEL MEASURE 15" x 17". LIMITED EDITION OF 5,000.

LCEL2

\$89.95

FAN CLUB EXCLUSIVE!



BOBA FETT 15TH ANNIVERSARY MYLAR POSTER

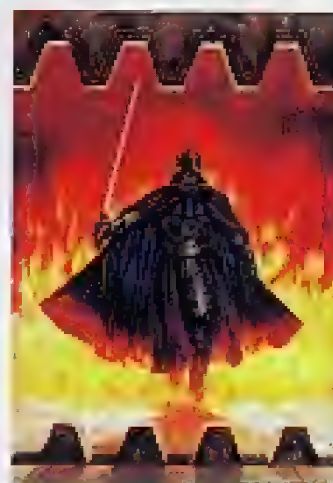
TO CELEBRATE THE 15TH ANNIVERSARY OF *THE EMPIRE STRIKES BACK*, THE STAR WARS FAN CLUB HAS PRODUCED EXCLUSIVELY FOR ITS MEMBERS THIS BEAUTIFUL 27" x 41" GOLD MYLAR (WITH 4 ADDITIONAL COLORS) POSTER FEATURING EVERYBODY'S FAVORITE BOUNTY HUNTER, BOBA FETT.

QUANTITIES ARE VERY LIMITED.

LP38

Price: \$95.00

NEW



DARTH VADER BY DAVE DORMAN

THIS NEW PRINT FROM DAVE DORMAN'S ROLLING THUNDER GRAPHICS MAKES IT AFFORDABLE FOR ANY FAN TO OWN A BEAUTIFUL PIECE OF STAR WARS ART. IT IS PRINTED ON QUALITY ARCHIVAL PAPER WITH LIGHT-FAST INKS AND MEASURES 16" x 20". SIGNED AND NUMBERED BY DORMAN HIMSELF.

LP49 DARTH VADER

\$45.00

VISA OR MASTERCARD 1-800-TRUE-FAN

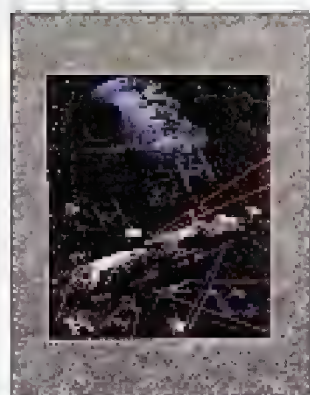


STAR WARS TRILOGY CHROMART

- LAP1 SPACE BATTLE
LAP2 BLACK AND GOLD DARTH VADER
LAP3 ESCAPE FROM HOTH
LAP4 DARTH VADER
LAP5 IMPERIAL AT-AT ATTACK ON HOTH
LAP6 R2-D2 AND C-3PO
LAP7 B-WING FIGHT SCENE
LAP8 BOUNTY HUNTERS
LAP9 STAR DESTROYER ATTACKS
Size: 11" x 14"
Price, each: \$12.00



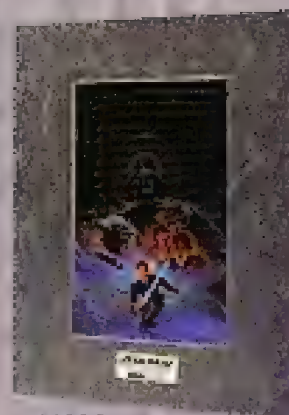
LAP6



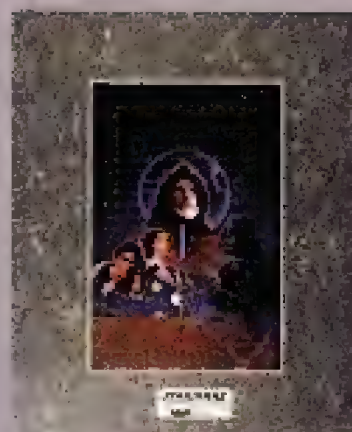
LAP1



LAP7



LAP14



LAP13



LAP15

INTERNATIONAL VIDEO BOX COVER LIMITED EDITION CHROMART

JOHN ALVIN'S TERRIFIC INTERNATIONAL STAR WARS VIDEO BOX COVER ART IS FINALLY AVAILABLE IN AMERICA WITH THESE THREE NEW CHROMART PRINTS. STRICTLY LIMITED TO AN EDI-

TION OF 10,000. Matted size is 11"x14".

- LAP13 *STAR WARS: A NEW HOPE*
LAP14 *THE EMPIRE STRIKES BACK*
LAP15 *RETURN OF THE JEDI*
Price, each: \$13.00



STAR WARS BLUEPRINT COLLECTION

11"x14"

LBP1 Price: \$15.00



LAP8



LAP4

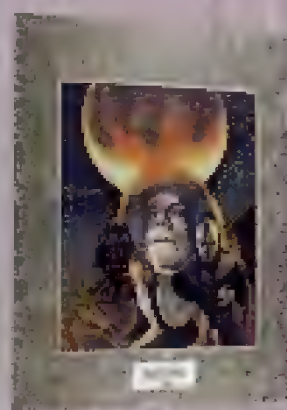


LAP2

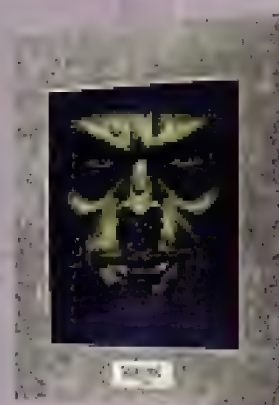
NEW SHADOWS OF THE EMPIRE CHROMART

NOW YOU CAN PUT SHADOWS OF THE EMPIRE ON YOUR WALL. THESE NEW CHROMIUM PRINTS FROM ZAMART SHOW DREW STRUZAN'S ART FROM THE SHADOWS NOVEL, AND THE OMINOUS FULL-FACE PRINCE XIZOR FROM THE SHADOWS "ART OF" BOOK. A SMALLER RUN THAN USUAL ON THESE PRINTS, WITH ONLY 4,500 MADE.

- LAP16 SHADOWS COVER
LAP17 PRINCE XIZOR
Price, each: \$13.00



LAP16



LAP17



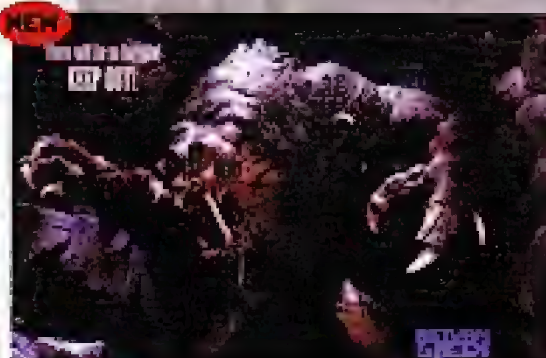
NEW POSTERS!

SHOW OFF *Star Wars* IN YOUR HOUSE WITH THESE THREE COOL NEW POSTERS! 24" x 36".

ALL I NEED TO KNOW ABOUT LIFE I
LEARNED FROM *Star Wars*
LP46 \$8.00

ART OF *Star Wars*, LUKE BATTLES
VADER
LP47 \$8.00

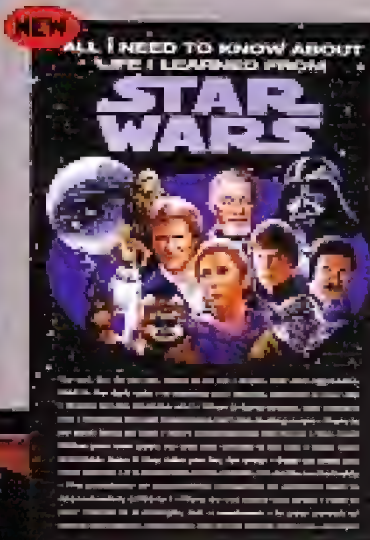
Star Wars, RANCOR
LP48 \$8.00



LP48



LP47



LP46



INDIANA JONES FEDORA

AVAILABLE AGAIN, THIS HIGH QUALITY FELT CONSTRUCTION HAT IS AN AUTHENTIC REPRODUCTION OF THE HEAD GEAR MADE FAMOUS BY HARRISON FORD.

L58BS: SMALL

L58BL: LARGE

L58BM: MEDIUM

L58BX: XL

Price: \$36.00



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FOR ONLY \$12.95 A YEAR, YOU CAN KEEP UP TO DATE WITH THE LATEST LUCASFILM PROJECTS. FROM *Indiana Jones* TO THE NEW *Star Wars* FILMS, THE *Star Wars* FAN CLUB IS THE OFFICIAL SOURCE OF NEWS. EACH QUARTERLY ISSUE FEATURES FULL-COLOR PHOTOS, EXCLUSIVE INTERVIEWS AND ARTICLES AS WELL AS ALL THE LATEST LUCASFILM COLLECTIBLES! JOIN NOW AND YOU'LL RECEIVE OUR EXCLUSIVE *Star Wars* MEMBERSHIP KIT, PLUS 4 QUARTERLY ISSUES OF THE *Star Wars* INSIDER MAGAZINE.

ONE-YEAR MEMBERSHIP
LFC1 Price: \$12.95/U.S., \$15.00/CAN., \$24.95/FOREIGN

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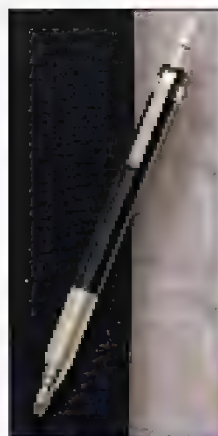
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LB116	SEAN PATRICK FLANERY
LB122	TIE FIGHTER
LB123	<i>Star Wars</i> INSIDER PREMIERE ISSUE
LB125	JAMES EARL JONES, ANTHONY DANIELS
LB126	INTERVIEW WITH GEORGE LUCAS
LB127	TATOOINE REVISITED
LB128	PETER MATHEW/CHEWBACCA
LB129	STEVE PERRY/SHADOWS OF THE EMPIRE
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REBEL FIGHTER PEN

THE SPACE PEN
THAT CAN GO
ANYWHERE IN
THE UNIVERSE.

LPN1 Price:
\$15.00

LPN1



STAR WARS: THE TOYS POSTCARD BOOK

STAR WARS: BEHIND-THE-SCENES POSTCARD BOOK

THESE TWO, STURDY PLASTIC-BOUND POST-
CARD BOOKS OFFER THIRTY GREAT POST-
CARDS EACH. THE TOYS BOOK CONTAINS
IMAGES FROM STEVE SANSWERT'S "FROM
CONCEPT TO SCREEN TO COLLECTIBLE", AND
THE BEHIND-THE-SCENES BOOK CONTAINS
RALPH MCQUARRIE PAINTINGS AND PROP
AND MODEL PHOTOS.

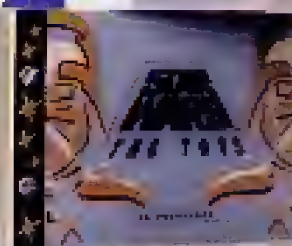
LBK39

THE TOYS

LBK40

BEHIND-THE-SCENES

PRICE, EACH: \$12.95



LBK39-40



STAR WARS KEY CHAINS AND PINS

THE FORCE WILL BE WITH YOU WHEN YOU
WALK AROUND WITH THESE BEAUTIFUL CLO-
SONNE PINS AND KEY CHAINS. PERFECT FOR
STAR WARS FANS IN ANY GALAXY. PRICED AS
MARKED.

LPN1

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PRICE: \$6.00

LPN2 REBEL ALLIANCE LOGO (SMALL GOLD)

PRICE: \$4.00

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PRICE, EACH: \$5.00

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PRICE: \$8.00



HOLOGRAM GIFT PACK

THIS EXCLUSIVE GIFT PACK FEATURES
HOLOGRAM ROCKMART, HOLOGRAM
KEY CHAIN, HOLOGRAM BOX, AND A
HOLOGRAM MAGNET.

LHG15

\$10.00



DELUXE DARTH VADER COLLECTIBLE MASK

FROM DON POST PARTY PROFESSIONALS COMES THE DEFINITIVE STAR
WARS WEARABLE ART. EXACTING IN EVERY DETAIL, MODELED FROM THE
ORIGINAL IN THE LUCASFILM ARCHIVES. THIS COLLECTORS HELMET IS
CONSTRUCTED OF FIBERGLASS AND FULLY LINED, ALLOWING IT TO BE
WEARABLE. EACH MASK IS NUMBERED AND MADE TO ORDER IN THEIR
HOLLYWOOD STUDIO.

L26K

PRICE: \$1,100.00

VISA OR MASTERCARD 1-800-TRUE-FAN



AUDIO BOOKS

JEDI ACADEMY TRILOGY

LAC2 JEDI SEARCH
LAC3 DARK APPRENTICE
LAC10 CHAMPIONS OF THE FORCE
PERFORMED BY ANTHONY HEALD
PRICE, EACH: \$16.99

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LAC1 THE COURTSHIP OF PRINCESS LEIA
PERFORMED BY ANTHONY HEALD
LAC4 HEIR TO THE EMPIRE
PERFORMED BY DENIS LAWSON
LAC5 DARK FORCE RISING
PERFORMED BY ANTHONY DANIELS
LAC6 THE LAST COMMAND
PERFORMED BY ANTHONY DANIELS
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PERFORMED BY ANTHONY HEALD
PRICE, EACH: \$16.99

STAR WARS CUSTOMIZABLE CARD GAME

DECIPHER'S WILDLY POPULAR LIMITED EDITION BLACK BORDERED CARDS ARE NOW AVAILABLE IN BULK, WITH RETAIL DISPLAY BOXES! YOU WILL NOT FIND LOWER PRICES ON THESE BLACK BORDERED CARDS. ORDER A BUNCH AND SAVE. LIMITED QUANTITIES AVAILABLE.

Box of 36 BOOSTER PACKS
LTC6C PRICE: \$73.95
Box of 12 GAMES
LTC6D PRICE: \$76.95

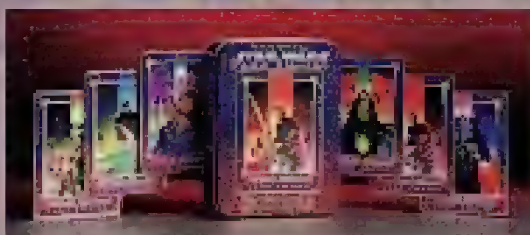


COLLECTIBLE TRADING CARDS



METAL RETURN OF THE JEDI CARD SET AND COLLECTOR'S TIN

THE THIRD IN A SERIES OF METAL COLLECTOR'S CARDS FROM CUL. TWENTY NEW CARDS FEATURING RETURN OF THE JEDI.
LTC30 PRICE: \$65.00



STAR WARS: DARK EMPIRE EMBOSSED METAL COLLECTOR CARDS

THIS SET OF 6 METALLIC CARDS HAS BEEN PRODUCED TO THE MOST EXACTING STANDARDS AND FEATURES THE ART OF DAVE DORMAN. COMES IN A HANDSOME METAL COLLECTORS CASE.
LTC15 PRICE, EACH: \$15.99



DARK EMPIRE II METAL COLLECTOR CARDS

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A NEW HOPE EXPANSION SET

IF YOU HAVEN'T TRIED THE DECIPHER'S STAR WARS CCG, WAIT NO LONGER. NOT ONLY DOES THIS NEW SET ADD MORE FUN AND EXCITEMENT TO AN ALREADY GREAT GAME BUT THE ORIGINAL GRAPHICS AND IMAGES ARE INCREDIBLE!

LTC6E Box \$73.95
LTC6F Set of Six BOOSTER PACKS \$15.00



LTC28

RETURN OF THE JEDI WIDEVISION TRADING CARDS

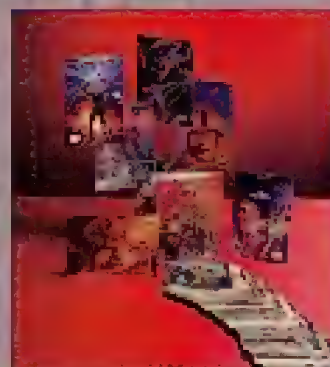
BASIC SET OF 144 CARDS, NO SPECIAL OR BONUS CARDS INCLUDED.
LTC28 PRICE: \$38.00



LTC9

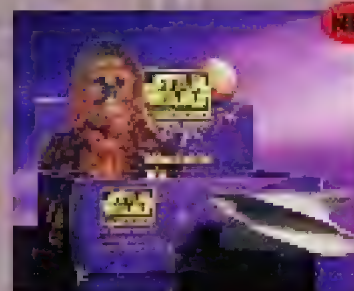
THE EMPIRE STRIKES BACK WIDEVISION TRADING CARDS

BASIC SET OF 144 CARDS, NO SPECIAL OR BONUS CARDS INCLUDED.
LTC9 PRICE: \$39.95



STAR WARS GALAXY SERIES III DELUXE TRADING CARDS

THIS BASIC 90 CARD SET FEATURES SOME OF THE MOST STUNNING STAR WARS ART EVER SEEN! COMES WITH PLASTIC CASE FOR HOLDING CARDS. NO SPECIAL OR FOIL CARDS INCLUDED.
LTC29 PRICE: \$21.00



VISA OR MASTERCARD 1-800-TRUE-FAN





LT530



LT531



LT532



LT534



LT536



LT535



LT135



LT51



LT513

CENTER FOR THE ARTS AT YERBA BUENA GARDENS

EXCLUSIVE JAWA TRADER WAREHOUSE FIND! COMMEMORATIVE T-SHIRTS AND SWEATSHIRTS FROM THE 1995 SAN FRANCISCO ART OF STAR WARS EXHIBIT. BEAUTIFUL FULL-COLOR PRINT AVAILABLE ON BLACK OR WHITE SHIRTS. LIMITED QUANTITY AVAILABLE.

WHITE TEE

LT536B YOUTH

BLACK TEE

LT537B YOUTH

PRICE, EACH: \$16.00

BLACK SWEAT

LT555A ADULT

LT555B YOUTH

WHITE SWEAT

LT554A ADULT

LT554B YOUTH

PRICE, EACH: \$31.00

CLASSIC STAR WARS SHIRTS

IT'S 1977 ALL OVER AGAIN WITH THESE GREAT IRON ON T-SHIRT DESIGNS AVAILABLE FOR THE FIRST TIME IN YEARS. FIVE CLASSIC STYLES.

LT530M, L, X

LT531M, L, X

HIDDEN BRAND

DARTH VADER

LT532M, L, X

LT533M, L, X

LT534M, L, X

HAM & CHEWIE (NOT SHOWN)

R2-D2 & C-3PO

LEWIS & C-3PO

PRICE, EACH: \$16.00

SWEATSHIRT

SIZES: L & XL

LT135

DARTH VADER (BLACK SWEATSHIRT)

PRICE: \$19.95





LT510



LT511



LT512



LT522



LT518



LT523



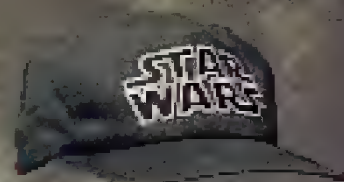
LT524



LT525



LT526



STAR WARS T-SHIRTS!

AVAILABLE IN M, L, XL 100% COTTON

LT524 REBEL ALLIANCE
LT525 CREATURES AND ALIENS
LT526 GALACTIC EMPIRE
PRICE, EACH: \$14.00

STIPPLE SHIRTS - 100% COTTON

SIZES, M, L, XL

LT510 BOBA FETT
LT511 PRINCESS LEIA
LT512 CHEWBACCA
LT513 LORD DARTH VADER
(PHOTO OPPOSITE PAGE)
LT518 YODA
LT522 C-3PO
LT523 STORMTROOPER
PRICE, EACH: \$15.00

STAR WARS HAT

AN ADJUSTABLE, ONE-SIZE-FITS-ALL DURABLE
BLACK HAT WITH INDIVIDUALLY EMBROIDERED
LOGO.

LCAP1 PRICE: \$16.00

SILK DARTH VADER PATTERN BOXERS

LBOX35, M, L, XL PRICE: \$23.00

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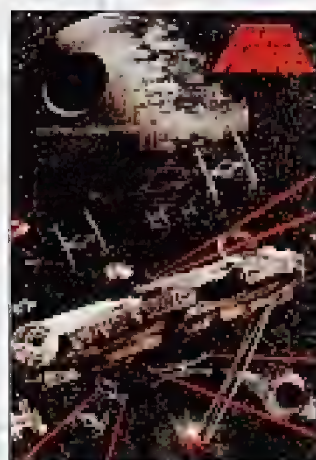


STAR WARS SPACESHIPS POSTER

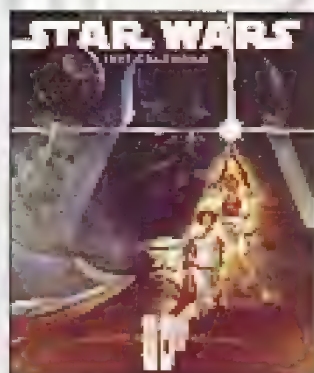
Size: 24" X 36"

LP18

Price: \$7.00



LP18



LPM15

1997 20TH ANNIVERSARY COLLECTORS EDITION CALENDAR

Beautiful new calendar with
different foreign or domestic
movie poster art representing
each month of the year.

LPM15

Price: \$11.99

NEW



OVER 6 FEET TALL!

DELUXE STORMTROOPER REPLICA

We are proud to present Don Post Studios first *Star Wars* life size replica statuette, a full-body stormtrooper based on the original props from the *Star Wars* trilogy. This full-size, fiberglass replica features all the components of a stormtrooper from head to toe, including the black body glove, eighteen armor components of pristine white fiberglass, a helmet, and a blaster. Six feet tall, the deluxe stormtrooper will create both an imposing presence and a spectacular display piece for your home or office. Now you can control your own soldier of the Empire, and you don't even have to travel to a galaxy far, far away to capture one! NO FOREIGN ORDERS ON THIS PRODUCT.

L26N

\$4,995.00

STAR WARS MASKS

EMPEROR'S ROYAL GUARD HELMET

The newest helmet in Don Post's collector line is molded in crimson plastic with a smoked visor. Responsible for the protection of Emperor Palpatine, the Royal Guards are an elite corps. With this sleek helmet, you can join them!

L26L

Price: \$70.00

These fantastic replicas from the *Star Wars* saga can be proudly displayed at home or work at the next galactic party!

L26A

DARTH VADER
(PLASTIC)

Price: \$58.00

L26B

STORMTROOPER (PLASTIC)

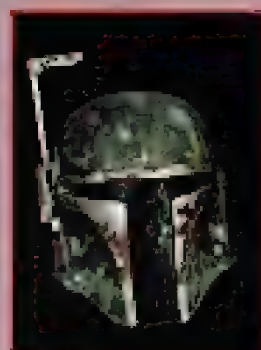
L26H

BOBA FETT (PLASTIC)

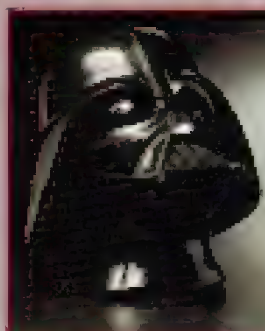
Price, each: \$72.00



L26L



L26H



L26A



L26B





STAR WARS TRILOGY MOVIE CARDS

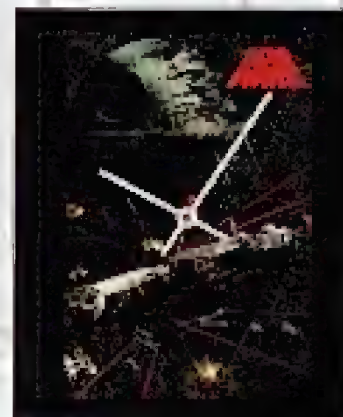
EIGHT 11" x 14" IMAGES

LPM6 Price: \$12.00

STAR WARS TRILOGY POSTCARDS

SET OF FOURTEEN

LMS6 Price: \$9.50



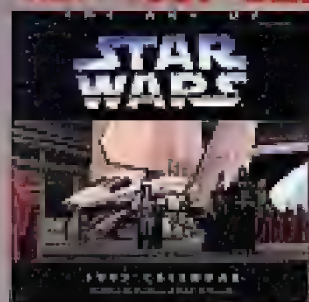
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NEW 1997 CALENDARS



LPM17

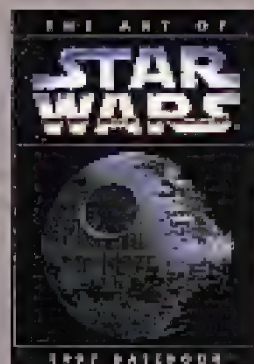
TWO MORE WAYS TO TRACK TIME WITH *Star Wars*! NEW 1997 ART OF *Star Wars* CALENDAR FEATURES McQUARRIE PRODUCTION PAINTINGS. THE ART OF *Star Wars* DATEBOOK HAS THE SPECTACULAR SKETCHES, PAINTINGS, AND MODELS THAT BROUGHT THE TRILOGY TO LIFE.

ART OF STAR WARS CALENDAR

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ART OF STAR WARS DATEBOOK

LPM18 Price: \$13.95



LPM18



LPM16

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STAR WARS COSTUMES

DELUXE COSTUMES

UNLESS OTHERWISE INDICATED SIZES ARE: S, M, L

LCOS2 C-3PO (KIDS)

LCOS3 CHEWBACCA (KIDS)

NEW PRICE PRICE, EACH: 30.00

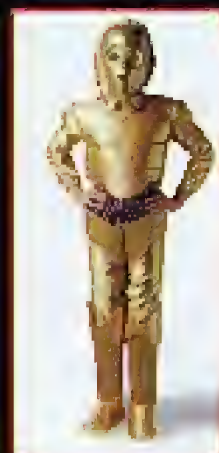
LCOS3 LEIA (KIDS)

PRICE: 26.95

STAR WARS LIGHTSABER

LCOS5 LIGHTSABER

PRICE: \$7.00



LSU11-14



LCOS5

NEW



LSU120

STAR WARS LIFE-SIZE STAND-UPS

EACH OF THESE LIFE-SIZE
CARDBOARD STAND-UPS ARE
APPROXIMATELY 5 1/2 FEET
TALL.

LSU1 C-3PO

LSU2 LUKE SKYWALKER

LSU3 STORMTROOPER

LSU4 HAN SOLO

LSU5 PRINCESS LEIA

LSU6 R2-D2

LSU7 DARTH VADER

LSU8 YODA

LSU9 CHEWBACCA

LSU10 BOBA FETT

LSU11 HAN SOLO IN

CARBONITE

LSU12 DARTH VADER WITH

LIGHTSABER

LSU13 JAWA

LSU14 IMPERIAL ROYAL

GUARD

NEW LSU16 ADMIRAL ACKBAR

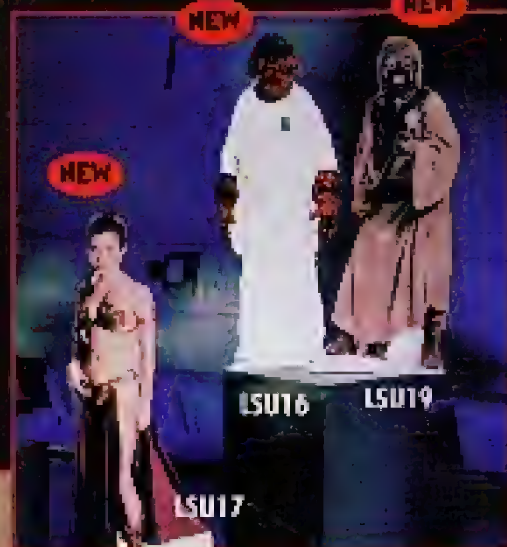
NEW LSU17 PRINCESS LEIA SLAVE

OUTFIT

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PRICE, EACH: \$35.00



LSU16

LSU19

LSU17

NEW FULL SIZE STANDUPS



LSU1-10

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DARTH VADER/THX WATCH

THIS BEAUTIFUL NEW WATCH, FEATURING THE FACE OF DARTH VADER AND THE THX LOGO HAS A CLASSIC DESIGN. FEATURING A BLACK GENUINE LEATHER BAND, THIS WATCH IS PRODUCED BY LUCASFILM'S THX DIVISION AND IS A HARD TO FIND COLLECTIBLE! QUANTITIES ARE LIMITED.

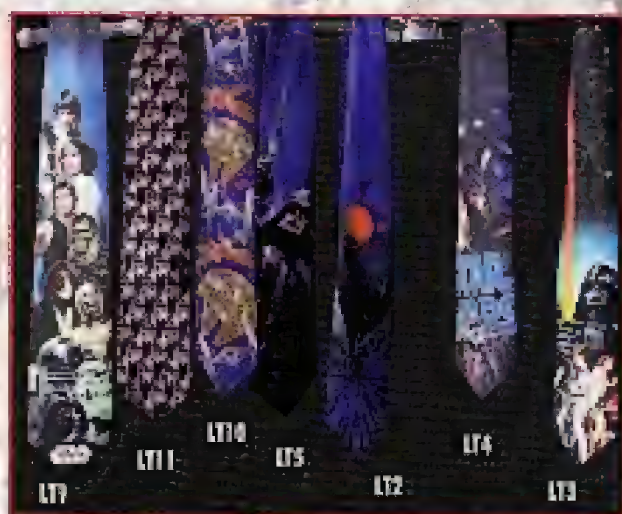
LW2 Price: \$51.95

STAR WARS HOLOGRAM WATCHES

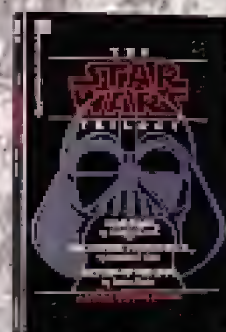
SHOW YOUR SUPPORT OF STAR WARS BY WEARING ONE OF THESE HOLOGRAM WATCHES.

LYW	YODA
LT10	DARTH VADER
LHW1	X-WING FIGHTER
LHW2	BOBA FETT

PRICE, EACH: \$35.00



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LT2	TRENCH SCENE
LT3	STAR WARS ORIGINAL ILLUSTRATION
LT4	STAR WARS POSTER

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LT10	SILK VEHICLE
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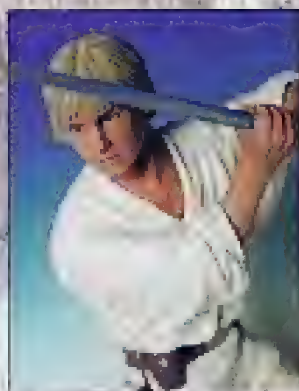
STAR WARS VIDEO TIES

LT7	DARTH VADER
LT8	STORMTROOPER
LT9	YODA

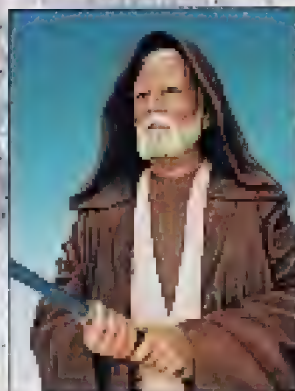
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L164G



L164H

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L164G

LUKE
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L164H

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B-WING FIGHTER, X-WING FIGHTER,
TIE INTERCEPTOR
PRICE: \$18.25

LMK1 LIMITED EDITION GOLDEN B-WING FIGHTER
LMK2 LIMITED EDITION GOLDEN X-WING FIGHTER
(NOT SHOWN)
LMK3 LIMITED EDITION GOLDEN TIE INTERCEPTOR
(NOT SHOWN)

NEW PRICE PRICE, EACH: \$19.95

LMK4 BOBA FETT'S SLAVE
LMK5 BATTLE OF HOTH ACTION
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L164D

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LMK4



LMK5





LMK7



LMK8

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ENCOUNTER WITH YODA ACTION SCENE MODEL KIT

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LMK8 Price: \$14.95

CUTAWAY MILLENNIUM FALCON

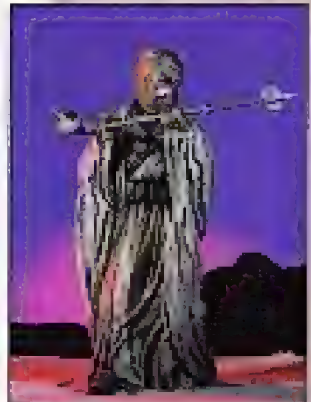
For the first time in a model this famous ship is fully revealed, with removable top panels that show off the detailed interior with computers, lounge area, cockpit, and weapons bay.

LMK9 Price: \$28.95

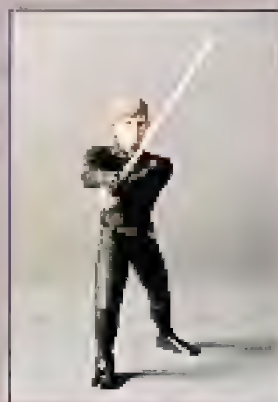


SHUTTLE TYDIRIUM MODEL KIT

L25N Price: \$12.95



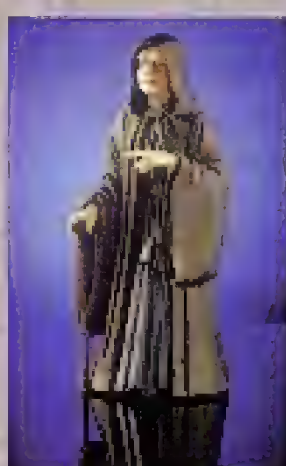
L164I



L164J



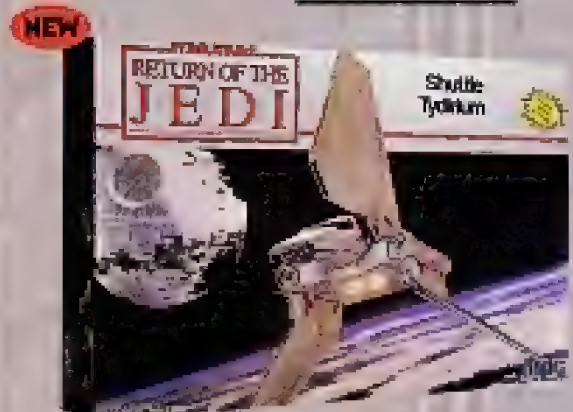
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LAPP22 SHADOWS OF THE EMPIRE
LAPP23 BOUNTY HUNTERS
LAPP24 JABBA THE HUTT
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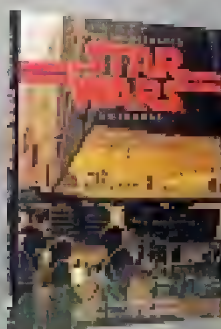
EMPEROR VINYL MODEL

THE MOST EVIL CHARACTER IN THE GALAXY NOW HAS HIS OWN VINYL FIGURE KIT FROM ENT. What are you waiting for?

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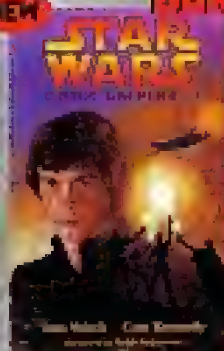


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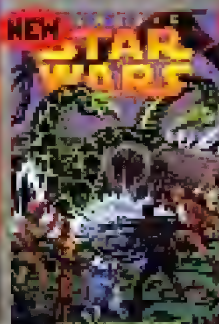
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LBK59

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LBK60

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LBK62

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LBK63

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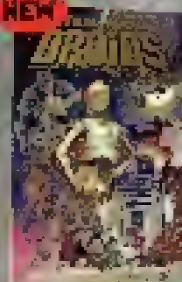
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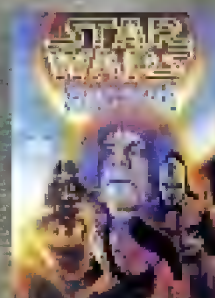
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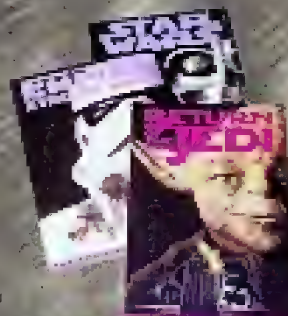
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LPM11

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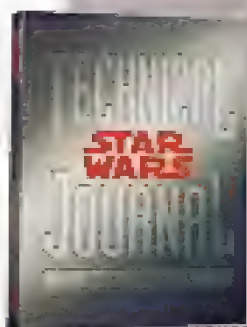
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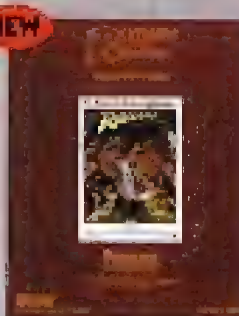
HOW EXACTLY DID THE EMPIRE COME INTO BEING? WHO ARE THOSE STRANGE BEINGS WHO PATRONIZE THE CANTINA AT MOS EISLEY SPACEPORT? THIS BOOK TAKES AN IN-DEPTH LOOK AT: STAR WARS SPACECRAFT, EXOTIC LOCALES, HISTORIES OF THE REBEL AND IMPERIAL FORCES, THE EMPIRE, AND MORE, WITH EXTENSIVE PHOTOS AND ARTWORK AND SIX, EIGHT-PAGE, FOLD-OUT BLUEPRINTS!

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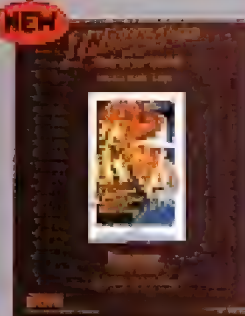


LBK29

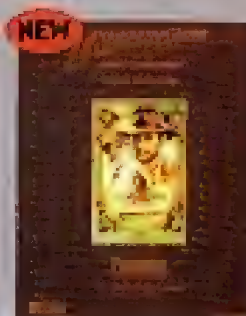
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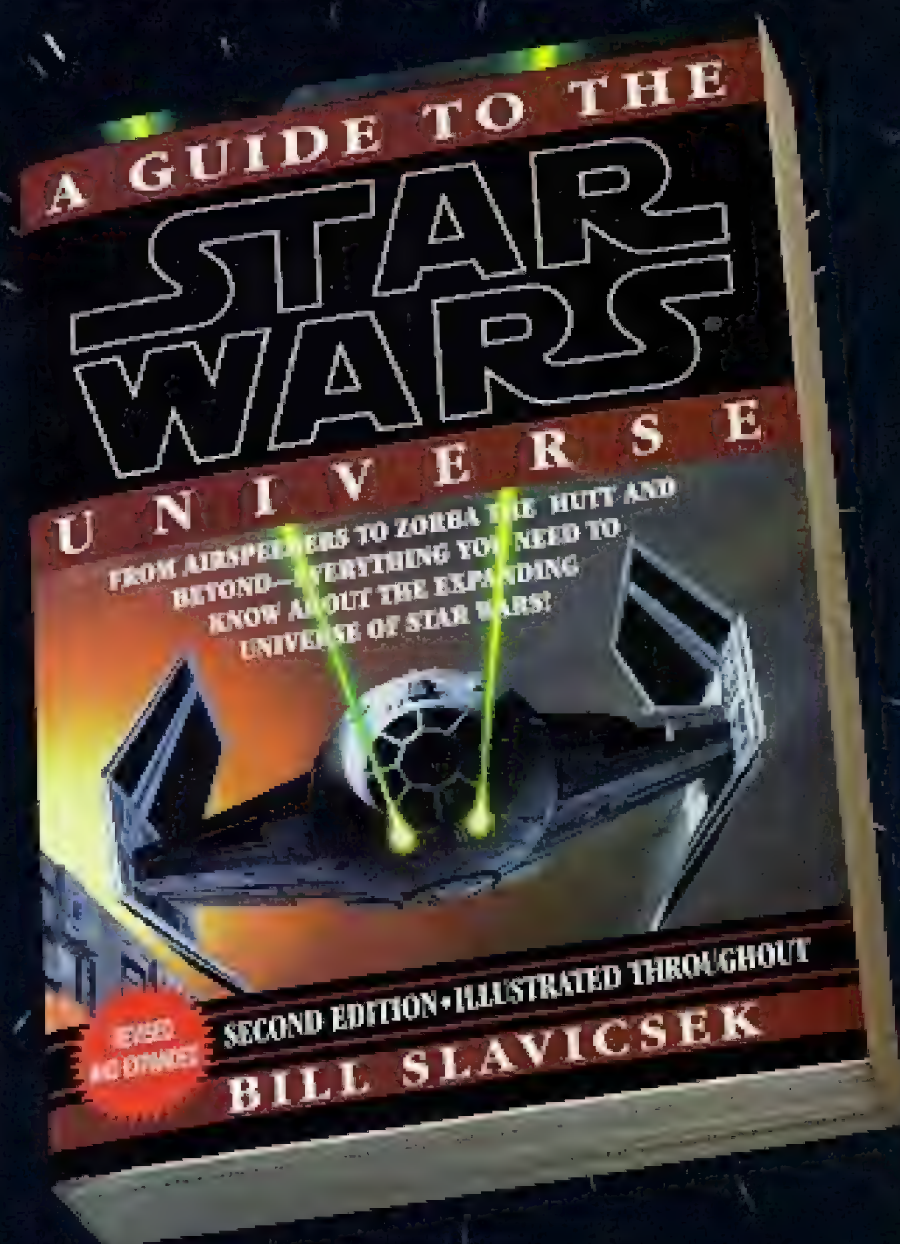
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Wicket Unleashed

*Wicket, Willow, Leprechaun—
Warwick Davis Lets
it All Hang Out*

by Scott Chernoff

Though fans the world over now recognize him as the heroic Willow or the dastardly Leprechaun, Warwick Davis began his acting career at the tender age of 11 in a sci-fi sequel called *Return of the Jedi*. "I thought I'd start off," the actor said, "with a small film like that and work my way up."

Though hidden behind a mask in *Jedi*, Davis captured fans' attention with his portrayal of Wicket the Ewok, a role he'd go on to play in two subsequent Ewok films, televised on ABC in America and released theatrically elsewhere. In fact, when his roles in *Willow* and *Labyrinth* are factored in, Davis ranks second only to Harrison Ford as the actor with whom George Lucas has collaborated the most.

But there is one Lucas-produced role that Davis, surprisingly, did not score, the actor revealed. "I did an audition for the voice of Wicket on the *Ewoks* cartoon," he said. "I wasn't right for it then, but I think I could do it now."

Indeed, there seems to be little Davis could not do, having forged a remarkably successful career in film, bucking the trends that tend to keep little people and former child stars—of which he is both—from acting.

"In America, it's great," the actor said by phone from London, where he was appearing as Doc in a stage production of *Snow White and the Seven Dwarfs*. "I'll walk down the street, and someone will run up,

recognizing me from *Willow*. Then someone else will approach and say, 'You were Wicket—I recognize the way you walk.' One time, I met a mad group of teenagers who watch all the *Leprechaun* movies every St. Patrick's Day."

In fact, the star has often commented that were it not for his size (the 26-year-old actor, who has been married to his wife Samantha for five years, is 3'4" tall), he may never have even become an actor. "My dad's an insurance broker, so I might have done that," he said. "It's scary—if my grandmother had not heard that radio commercial, I might not be talking to you now."

That radio commercial was the one broadcast over U.K. radio announcing a





Warwick in a candid moment on the Jedi set, and on *Willow*, with Val Kilmer and Ron Howard.

They used to call me 'The Ever-Ready Ewok' because I was so young and could keep going in the heat."

need for little people in a new movie. "I went down and immediately got masked up and given my start date of January of 1982," he recalled. "The film was called *Blue Harvest*. I still have my hat and jacket," he added, referring to the dummy title Lucasfilm gave *Return of the Jedi* so as not to draw undue attention.

An avid *Star Wars* enthusiast, young Davis was understandably excited when he found out what movie he'd just stumbled into. "It was quite something for me at that age, being a fan of the films, and then to be in one—I couldn't quite comprehend it," he said. "I still have a memory," he added, "of lining up outside the cinema when I was seven for *Star Wars*, and then going home and giving my mum a full, detailed account of what happened—which took almost as long as the film itself."

Making the leap onto the set, Davis said, was the experience of a lifetime. "For a start," he explained, "you're in a *Star Wars* film, and then just the cameras—there was so much to take in. It was mind-blowing for me." But the then-11-year-old Davis, who celebrated his 12th birthday on the Elstree set, was not originally cast as Wicket.

"I was simply an extra, a background Ewok," he said. But when Kenny Baker—who, of course, already played R2-D2 and the Chief Jawa—fell ill the day of an important scene, Lucas and director Richard Marquand went looking for another Ewok.

"George Lucas noticed I was doing interesting things with the character—the way an Ewok moves, and little bits of business with R2-D2," Davis said. "This all came very naturally to me, probably just my natural curiosity, but George quite liked it. Also, my costume, I think was cuter than some of the others, and I was the only one who could put my tongue through the mask. So it was a lot of coincidence and luck. I ended up filming the scene with Princess Leia, and the rest is history."

In addition to aiding his uninhibited approach to acting, Davis' age also contributed the crucial component of energy to his work on the Jedi set. "They used to call me 'The Ever-Ready Ewok' because I was so young I could keep going in the heat while the other Ewoks would get too hot," he said. But he wasn't completely immune from the heat. "It was very hot, and we all needed air," he said. "Every time a shot ended, it was 'Heads off!' At one point, they tried putting pipes in, a hair dryer without a heating element. And our eyes kept misting up. They tried putting soap on, drilling holes in the corners, but nothing worked."

For the most part, though, the Jedi set was a wonderland for the young Ewok. "Mark Hamill got me all the *Star Wars* toys I wanted," he recalled. "I still have them and treasure them. In fact," he admitted, "I still have a Wicket figure on my bedside table. It's sort of a shrine. I also have a cairn terrier named Wicket, which has the same coloring as Wicket."

But Davis revealed—for the first time, he said—the most exciting extracurricular activity at Elstree. "While we were shooting the film," he proclaimed, "the assistant director, David Tomblin, wrote a film

called *Return of the Ewok*, which was basically me, as Warwick, getting the part of Wicket. It's about 25 minutes long, but it was never properly completed.

"Harrison was in it, and Anthony Daniels, and [co-producer] Robert Watts. There was a little bit with Frank Oz where I visit Yoda and get my intergalactic passport. There's a great bit where I'm at the cinema in London showing *Empire*, the scene with Luke fighting Vader, and Luke back-flips out of the theater and I say, 'Go on Luke, you can do it,' and he back-flips back in. It's a unique piece of history, since it's got Elstree Studios"—much of which was recently razed—"standing as it was."

"As far as I know," he continued, tantalizingly, "I've got the only copy, a VHS. It's a treasured memory." Suddenly struck with an idea and vowing to "make some calls," Davis declared, "I might see if I can bring it on my convention appearances, for the fans."

If that long shot pays off, it could be another highlight of the upcoming "Men Behind the Mask" tour, which teams Davis with Peter Mayhew, David Prowse, Kenny Baker, and Jeremy Bulloch on a lecture/Q&A tour for *Star Wars*-hungry fans. "The fans are looking much deeper into the films and the actors involved," Davis said. "I had never been to any of the conventions, but then I went to one in Pasadena and was quite surprised. I wasn't aware there was still such a following. I mean, I'd enjoyed the films over the years—I'll take them out and watch them as an evening, and I really enjoyed the THX laser disc edition—but I never realized the depth of fan support. It's nice to meet all the fans who appreciate the films and chat with them."

Davis said the "Men Behind the Mask" tour was initially met with skepticism by





A rare shot at Wicket unmasked, with friends.

the powers-that-be. "Lucasfilm was a little wary of it before," he said, "that it's giving away the secrets."

"We had our first official appearance in Denver in September," Davis said, "but we were [at a convention] in Nashville, and we had such a great time doing radio interviews and talking about our experience on the films. We have a great time together. When we did the convention in Pasadena, all of us men behind the mask went to Disneyland and rode Star Tours many, many times. There's a great photo of us all in the front row. I'm also very proud to be featured on the big video screen in the waiting area."

The actor is also considerably jazzed to catch the retooled *Jedi* when the Special Editions hit screens next year. "Seeing some of the footage they've done," he said, "it's brilliant. I can't wait until February!"

Although Davis said that, "With all the *Star Wars* stuff going on now, it's bringing it all back to me," he also turned his attention to *Willow*, which afforded him "the first role to play without any mask or big costume. It was another high point," Davis said that Lucas wrote the movie with him in mind. "When we were shooting one of the *Ewok* movies," he said, "George turned to my niece and said, 'I'm writing something for Warwick. It's for down the line, not yet.'"

Davis said he's proud of the movie. "I think it was a good film, and a very positive film for little people. The moral was you can achieve anything if you believe in it." Davis said he considers himself lucky that Lucas has continually written parts for little people over the years. "George seems to be very interested in scale," he



Warwick with the man who made it all possible, George Lucas.

theorized. "It gives a film an interesting look when you have characters of different sizes. It's a visual thing."

And eight years after topping one of cinema's largest casts of little people, Davis said *Willow* remains a fan favorite. "Everywhere I go," Davis said, "it's *Willow*. It's my most-recognized role. I look at it as all the films I did before were the training for *Willow*. I had sort of been sheltered behind the mask before that. Still, I've learned so much since then. I think I could do a better job now."

When asked if he was disappointed that he didn't get the chance to reprise the role in any of the proposed *Willow* sequels that never materialized, Davis said he has not yet given up hope. "There's a book, *Shadow Moon*, and it takes place quite some years on, so it could still happen," he said. "I mean, new *Star Wars* movies are being made 20 years later, so anything's possible. I'll give George a few more years to get *Star Wars* out of the way, and then maybe he'll pick up the pen on *Willow 2*."

Willow paired Davis with the man-who-would-be-Batman, Val Kilmer. "Working with Val was a lot of fun," Davis

recalled. "I remember when we were just flying out to New Zealand, my first time on a first-class airplane, wearing my fake Ray-Ban sunglasses that cost me about five dollars. Then Val comes on, grabs my sunglasses, and snaps them in half. I thought, 'Great, there goes my image for New Zealand.' Then he pulled out two new pairs of real Ray-Bans, and said 'Here you go.' He loves the shock value of a gag."

Davis also had the opportunity to work under the direction of another former child star, Ron Howard. "Ron is a great director," he said, "and I think that's because he was an actor. We've kept up a friendship. When we did *Willow*, I was very into wanting to direct. I still want to—I directed a play, some short videos that won some awards—but acting became my first love again, so I sort of put that on the back burner."

In addition to working with top-flight talent and acting unmasked, *Willow* also afforded Davis his first adult role. "You can't rely on what got you into film," he

About
Willow: "I think it
was a good film,
and a very
positive film for
little people."





A tender moment with Wicket and Leia interrupted by blaster fire.



advised. "A lot of child actors get roles because they're awfully cute, and I got the role in *Return of the Jedi* because I was 2'11" tall. But I tried to follow that with good acting. A lot of actors are still relying on being cute."

Davis also played a supporting role in the Lucas-produced, Jim Henson-directed fantasy epic *Labyrinth*, which he characterized as "quite a difficult film. The costumes were so hot and heavy. It was a hard shoot, and a very crazy shoot. The script was written one way, but once the puppeteers added their input and all the crazy things they could do with the characters, it would change. But Jim Henson was a true master of the art, and that's the way he liked to work, to recognize the ad-libs."

But little did Davis suspect that one of his most popular signature roles would come not in a George Lucas film, but in a low-budget camp horror film about an evil leprechaun. By now the series is on its fourth installment, which should hit home video any minute now. "4 is the wackiest," he said. "It's called *Leprechaun 4: Lost in Space*. It's a great comedy in which he's somehow in orbit and creating some sort of havoc. It parodies *Alien* and *Star Wars*."

Davis said he was a bit astonished at the way "those films took off with a cult following," calling them, "great films for a pizza and beer." But he added, "It was lovely to be selected to play an evil character for once, and I had total free rein for it. There was a lot of improv. Except for the facts that he's a shoemaker and likes a spot of whiskey, I had

free rein to place my crazy character within the makeup by Gabe Bartalos."

Though he characterized Bartalos's work as an unqualified success, Davis said the grueling 4-hour process has turned him off to doing any more *Leprechaun* films. "The fourth was unexpected. I'm saying 'never again.' The check would have to be pretty fat. Plus, I don't want to get typecast."

The actor said non-makeup roles are "something I'm still striving for. I'll still get the creature parts. Hopefully, I'll play another in the new *Star Wars* movies. I hope I'll be remembered and utilized. I would do it for nothing, it would be such an honor."

Of course, there remains the possibility that what Davis called the "creature parts" could be unavailable to human actors, thanks to Lucasfilm's advances in digital imaging. But Davis said he doesn't believe that real performers will ever go completely out of style. "There is a presence and life that comes through any costume or puppet, and it comes from the human performer," he said. "You can program the movements, but there is an invisible essence that they can't get with computer graphics—at least, not yet. Of course, I would say that, because I am an actor."

"At the same time, I really admire the technology, and believe we could work in harmony. Actors could be advisors, and are needed for voice-overs," he continued, noting that most Disney films these days

are animated according to the appearance and physicality of the voice-over performers, "so the actor's still doing the job. Also, the computer-generated characters are little more expensive still."

Looking over his successful—and still burgeoning—career, Davis said, "Every film presents a challenge. With *Willow*, it was the action. In *Return of the Jedi* and the Ewok films, it was the heat and the costume. With *Leprechaun*, it was enduring the make-up. But the biggest challenge is to keep going, to keep the momentum going. I'm lucky I've had steady work—and not all the films are related to being small," he exclaimed, revealing that he will play the role of Pechet in an upcoming "Prince Valiant" film. "It's a swashbuckler," he said, "and that character was written in for me. It's a comedy/action role, and it could have been played by someone of any size, really."

The new role is just another barrier the actor has broken in his 15-year career. Still young at 26, it appears Davis is on the threshold of a new and possibly even more successful phase in his life as an actor. But whatever happens next, it's clear that Warwick Davis already stands tall on the cinematic horizon.

Scott Chernoff is a regular contributor to Rack Stage West, The Hollywood Reporter, E! Online, and Parkchops & Applesauce. He wrote about people who'd never seen *STAR WARS* in issue #39 of the Insider. ☘





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Building a Better Jedi:

Justin Chin on Dark Forces II

by Jon Bradley Snyder

Dark Forces II: Jedi Knight is set for release in the first quarter of 1997. Project leader Justin Chin is too busy right now to add up how many extra hours and sleepless nights his development team will have between now and then. Right now Justin is focusing on fusing all the elements of production into a seamless whole, and trying not to think about the pressure.

"The *Star Wars* audience is very fickle—and very loyal. They probably know the *Star Wars* universe better than I do. They have really high expectations at this point too," says Justin candidly. He knows that getting paid to play around in the *Star Wars* universe is a dream job, but like other *Star Wars* creators, he knows that it's also an incredible responsibility.

If you are Justin Chin, and you know every frame you commit to CD-ROM is going to be scrutinized by *Star Wars* fans who loved the original *Dark Forces*, how do make sure your sequel cuts the mustard?

Chin began by immersing himself in research. "I watched Westerns, detective films, and serials. I researched everything George grew up with as much as I could. I wanted to get to the core of what George was really thinking when he wrote the film." Chin studied *Star Wars* influences instead of *Star Wars* material, in order create a storyline that was original, yet still in the spirit of the trilogy.

After a month of writing he had a clean story he could work with. This is where Chin gets to put his own special twist on the expanding *Star Wars* universe. The story concerns *Dark Forces* hero Kyle Katarn and a new deadly enemy, a Dark Jedi named Jerrek. Jerrek leads a rogue band of six Dark Jedi in a quest to unleash the power of an ancient Jedi graveyard called the Valley of the Jedi.

Bad Jedi outnumber the good in this game,

Boc, a new Twi'lek Dark Jedi from Jedi Knight.



STAR WARS INSIDER



Production drawing for the Dark Jedi, Pic.

and Kyle must tangle with all of them as he rushes to find the location of the secret valley first. Boc, a Twi'lek (like Bib Fortuna), is crude, barbaric, and wields a lightsaber in each hand. Maw is a tortured soul who grew up in the streets, started a speeder bike gang, and then became a Dark Jedi. Sariss is proficient in both mental and physical aspects of the Force. She is quiet, reserved, and evil. Gore and Pic are twins, one eight feet tall and the other four feet small, who always work together in deadly tandem. Yun is the youngest Jedi, but also the most wild. If this crew taps into the power of an ancient Jedi burial ground, you can bet the light side will have Hell to pay.

Jedi Knight utilizes this character driven story to introduce a number of cool new elements to the Dark Forces saga. Hidden inside the game is a journal written by a Jedi Master, which provides backgrounds on all the characters and important information to help Kyle in his battle. New lightsaber combat will take the chaotic first-person action to a new level. Also for the first time the Force itself will become a major factor. As Kyle becomes stronger in the Force he must actually choose the light or dark path. But perhaps the most anticipated new facet to Dark Forces will be the introduction of network play. That's right, lightsabers, the dark side, and as many computers as you can string together. "Kyle is a bad guy part way through. Just think of the possibilities for network play," says Chin, hinting at gameplay developments being worked on at this very moment.

Right now it's all coming down to programming, but some six months ago Jedi Knight was a live video shoot. Outside the Special Edition, LucasArts games are the one place that new live action footage for the *Star Wars* saga has been created in recent years. *Rebel Assault II* featured all new footage for its cut scenes last year, and *Dark Forces* will have real actors and full motion video, too. Only Jedi Knight will have 35 minutes of video spread across its 21 levels, about twice as much as *Rebel Assault II*.

You'd better be paying attention to these cut scenes too, they aren't filler. "We didn't want the gameplay to suffer because of the video. The video moves along the storyline. Right when the video ends you jump into gameplay."

Above: Dark Jedi Maw, and at right: Rahm.

The shoot took six days to complete, and included seven actors (Dark Jedi Gore and Pic will be completely computer generated later on). It was a very complicated blue screen shoot. The actors themselves were shot against a blue background, and later on a 3-D modeled background will replace it in the computer. Chin says it was "Not unlike the technology that will be used on the new *Star Wars* movies."

All new original make-up had to be made for the aliens. "Michael Burnett did an excellent job on the make-up. He's a fairly young guy, but he's been doing make-up for 14 years. We sent him photos of Bib Fortuna and he was able to construct Boc's Twi'lek make-up just from those photos.

Amazingly, Boc's complex applications only took an hour and a half to put on, and yes, those are some incredibly large and painful contact lenses that make his eyes bright red.

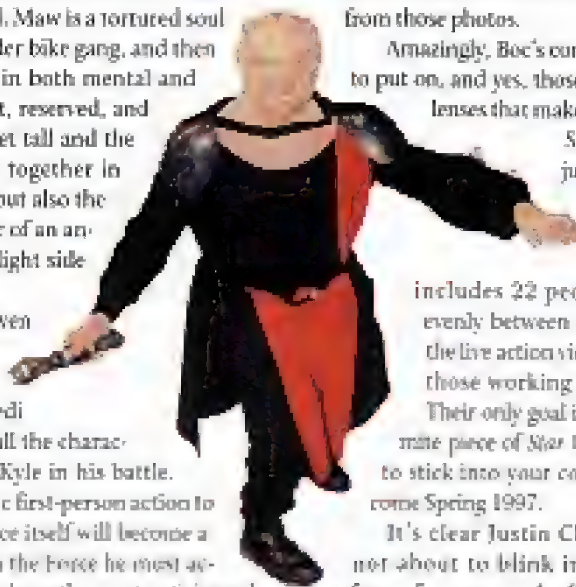
Speaking of the actors Chin notes, "They were just devious. They really took the role to heart. Everyone likes to play the heavy."

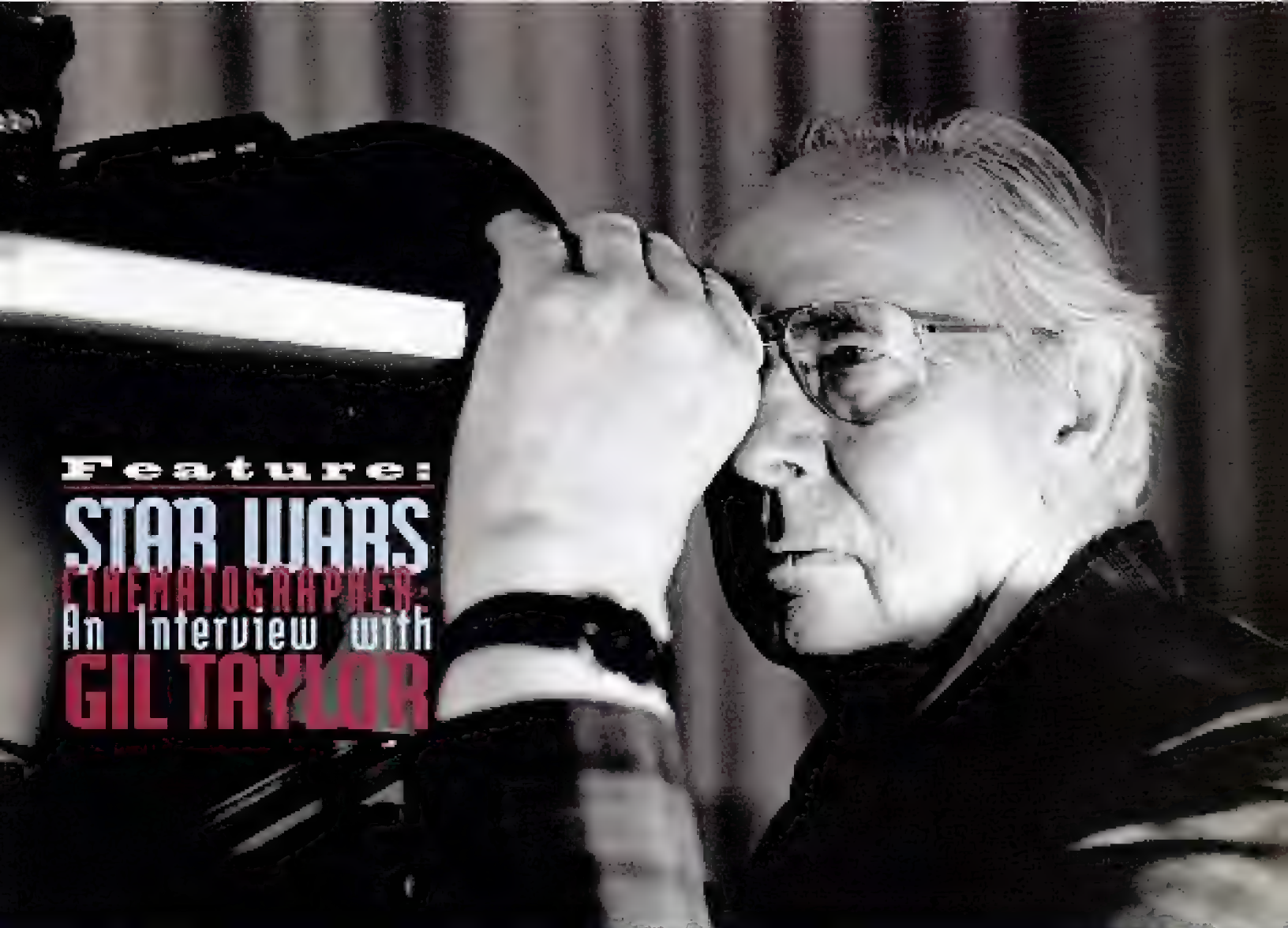
Right now the Jedi Knight team includes 22 people, split about evenly between those working on the live action video cut scenes and those working on the gameplay. Their only goal is to create a dynamic piece of *Star Wars* for you to stick into your computer come Spring 1997.

It's clear Justin Chin is not about to blink in the face of pressure. In *Dark Forces* Chin and company are going to deliver a game that will allow players to pick up a lightsaber and forge their own *Star Wars* adventure like never before. Not too many years ago, telling a compelling story through an action filled computer game would have been technologically impossible. Now LucasArts adds to the richness of the expanding *Star Wars* universe, with each new computer adventure they make. 🙌



Kyle and Jan are back in *Dark Forces II*.





Feature:
STAR WARS
CINEMATOGRAPHER
An Interview with
GIL TAYLOR

by Jamie Painter

When Hasbro was gearing up to produce *Star Wars: The Interactive Video Board Game* last summer, the company sought the expertise of renowned cinematographer Gil Taylor, who shot the original *Star Wars*. Rising to the challenge, the 82-year-old Taylor enthusiastically agreed to light the set and operate the camera for the Hasbro shoot, which utilized the film's original costumes and props and hired original set designers, Dick George Productions. Hasbro even got David Prowse to don Darth Vader's helmet and James Earl Jones to do Vader's voice.

While two decades had passed since working on *Star Wars*, Taylor says he had no problem recreating the look and feel of the original film.

"As soon as you see Darth Vader, it all comes back and you don't forget," comments Taylor during a recent phone interview from his home in England.

While the Hasbro shoot went very smoothly, Taylor points out that the production was extremely demanding. In two days, Taylor did a total of 82 set-ups, including 7 tracking shots. Regardless of the hectic pace, Taylor loved returning to the *Star Wars* set.

As for his time spent in production on the original *Star Wars*, Taylor has mostly fond memories. He recalls meeting George Lucas and producer Gary Kurtz after being recommended to them by Twentieth Century Fox, for which he was shooting Richard Donner's *The Omen* at the time.

Recalls Taylor, "I had seen *American Graffiti*, which I thought was a great effort. It came at a good time to see a nice, clean film with American youth having fun. When Gary and George asked me to do *Star Wars*, I was delighted. I read this great script and thought it was a wonderful idea."

After signing on to shoot *Star Wars*, Taylor began to envision a distinct look for the film. Forefront in Taylor's mind was to give *Star Wars* a unique visual style that would distinguish it from other films in the science fiction genre.

"On a lot of other [science fiction films], you're looking through a smoke screen all the time," explains the veteran cinematographer. "I think people get a headache watching these



films that are covered in mist and fog. I wanted *Star Wars* to have clarity because I think space isn't out of focus. I think *Star Wars* is different from others and is recognized by that difference of my lighting plan."

One of the greatest challenges Taylor faced during the filming of *Star Wars* was designing the appropriate lighting for the interior shots, particularly for scenes depicted in the Death Star. According to Taylor, approximately 7,000 photoflood lamps were installed behind panels which were built for the Death Star sets.

He recalls, "I saw this great spaceship that had to be illuminated by its own lights—they couldn't be ordinary lights. It had to be a laser/quartz sort of set-up. These great sets were very dark in tone. I had to accommodate for people in white plastic suits, people in black suits, like Darth Vader, and ordinary folk as well. My theory is that you should see actor's faces when they're playing and not have them in the dark."

Taylor also says he designed the lighting plan for the interior scenes aboard the Death Star so that George Lucas could have maximum mobility on the set.

Says the director of photography, "I wanted George Lucas to be able to shoot 360 degrees up and down his corridors, and he could only do that by having an even light, which was on dimmers and that could be raised and lowered according to where people were. So I always kept a key light on the actors which could be adjusted."

In creating a lighting design that would allow George Lucas the freedom to get a wide variety of shot coverage, Taylor borrowed from an earlier film in which he had also done exemplary work as a director of photography—Stanley Kubrick's *Dr. Strangelove or, How I Learned to Stop Worrying and Love the Bomb*. Taylor recalls that he specifically designed the lighting on *Dr. Strangelove* in order that the set designers could break



Taylor and David Prowse take a break while filming Hasbro's *Star Wars* VCR Board Game.

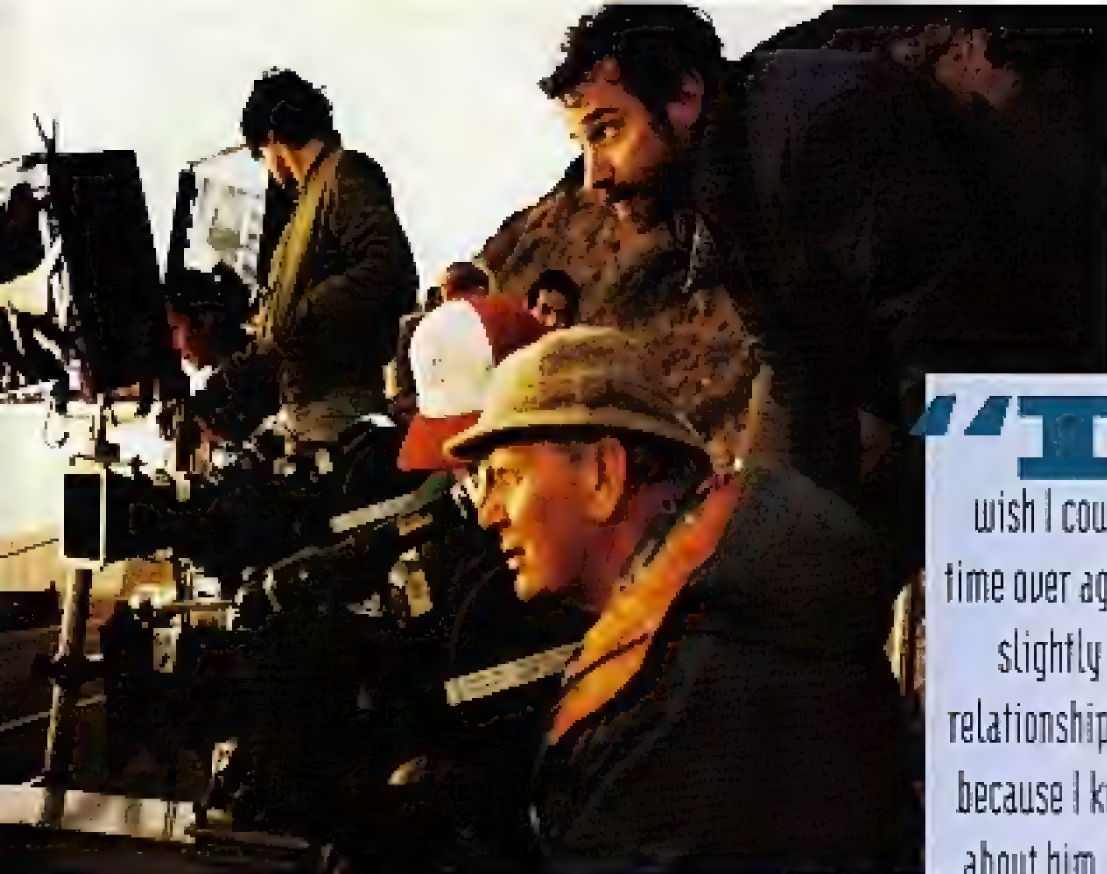
"I wanted *Star Wars* to have a certain clarity because I think space isn't out of focus."

down and dress up sets inside a studio quickly and efficiently, without having to redesign the lighting each time.

Taylor also made the trek to Tunisia, which served as the backdrop to scenes on Tatooine in *Star Wars*. While Taylor says that he was pleased with the footage shot on location there, he says that the weather, unfortunately, was an obstacle.

"We went at the wrong time," says Taylor. "Instead of getting hard sun,





Taylor and crew shoot the Millennium Falcon scenes on *Star Wars*.

we got terrible weather. [Tunisia] hadn't had rain for 7 years and we had rain for 4 days. But you have to take the rough with the smooth and I think the location worked well."

Interestingly, when asked what he thought of George Lucas as a director, Taylor drew a comparison to Kubrick. "You could say that there's a certain affinity between Kubrick and George Lucas," comments Taylor. "George is very much within himself, and Kubrick is the same way—he's a strange man with great talent. The difference is that Kubrick is a detail addict, who takes your soul for 7 days a week, 24 hours a day. He works everybody to death and asks your opinion on everything."

If Taylor has one regret about his time spent on the set of *Star Wars*, it is with respect to his relationship with Lucas, which Taylor describes as being distant.

"I only wish I could have my time over again to have a slightly different

relationship with George because I knew nothing about him. George is a shy person," comments Taylor.

Regrets aside, Taylor is extremely proud of his association to *Star Wars*. Says Taylor, "The film was an incredibly exciting thing, and I always thought it would be a great success. It's something that [everyone who worked on it] should be proud of."

As a cinematographer for the past 50 years, Taylor has had an illustrious career. Born and raised in England, Taylor's father was an architect, who hoped that his son would follow in his path. However, as fate would have it, Taylor's uncle was a cameraman for Universal Pictures and at age 15, Taylor began working as his uncle's assistant in film.

During World War II, Taylor volunteered as a documentary cameraman on the battle fields of Germany.

Of his war days Taylor says, "I know the war was dreadful, but I was lucky. I saw revolting things, but when you're sitting behind a camera it never looks quite as bad as when you're

standing behind a gun. I would do it all over again."

Upon returning safely from the war, Taylor joined the British film studio, Two Cities, and became a director of photography in 1947. It was a great time to be a part of British cinema. Taylor and his film friends all played on soccer teams representing the various British film studios. Taylor reminisced that often their pre-

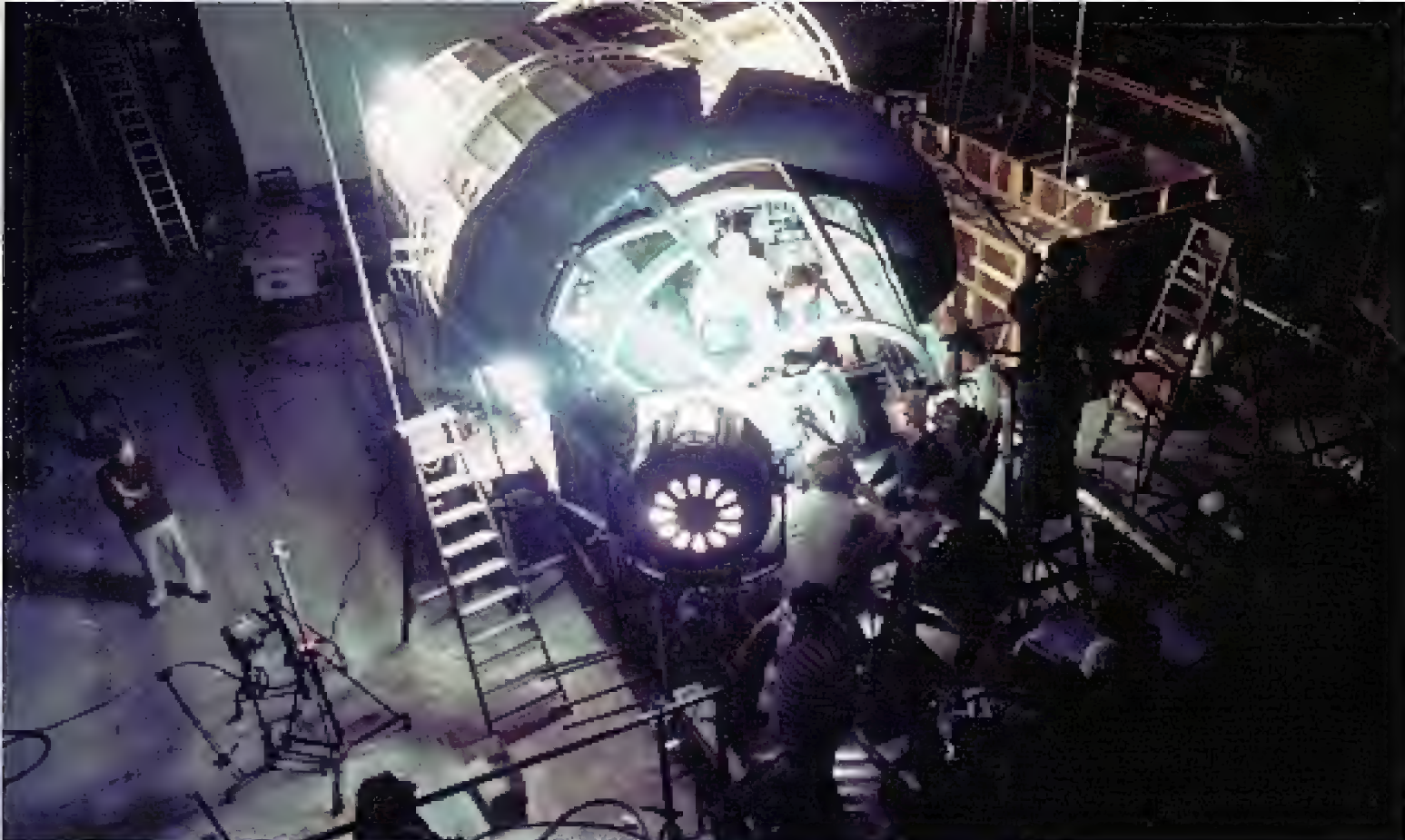
game warm-up beer in the pub was so successful that they would never actually take the field and play a match. Such was the spirit of the day. Soon, however, Hollywood would increase its dominance on the world film market and the British studios began to die out, but not before Taylor had established himself as a world class craftsman of the silver screen.

Taylor has shot nearly 60 feature films, including Richard Lester's *A Hard Day's Night* (featuring The Beatles), three Roman Polanski pictures (*Repulsion*, *Cul-De-Sac*, and *Macbeth*), and the 1980 camp flick, *Flash Gordon*. Reflecting on his impressive list of film credits, the veteran cameraman takes special pride in his association with Polanski.

Says Taylor, "*Repulsion* and *Cul-De-Sac* are little gems. Honestly, you won't see black and white photogra-

"I only wish I could have my time over again to have a slightly different relationship with George because I knew nothing about him. George is a shy person," comments Taylor.





Taylor and crew shoot the *Millennium Falcon* scenes on *Star Wars*.

phy like that anymore. These were equal to *Citizen Kane*."

Taylor also appreciates his time spent working with legendary director Alfred Hitchcock on the 1972 film, *Frenzy*.

"Working on a film should be an experience," comments Taylor, "and it was with Hitchcock, who never got out of his chair, never looked through the camera once, but always knew what we were doing. And, he never stopped talking."

Like the accomplished directors he has worked with, Taylor is a craftsman who takes the utmost pride in his work. "I think that all filmmaking—even if I get a commercial—I make look better than other people would. Everything that you do should be a part of the veneer of yourself," he says of his work ethics.

Taylor also notes that of all the films he has worked on, he gets the most feedback from *Star Wars*. "I get letters from all over the world from people who love *Star Wars*. The [cinematography] impressed a lot of people."

These days, Taylor is retired from feature filmmaking, but sadly, Taylor explains that his absence from moviemaking is not by his choice, but by the realities of the film business today.

Says Taylor, "The reason I'm more or less retired is not because I can't do it, but because of insurance. [Production companies] can't insure me. On my last film, I had to have x-rays, blood tests—almost sell my soul!"

While he no longer works on feature films, he continues to get employment offers to shoot commercials in such European destinations as Paris, Amsterdam, and Barcelona.

And, given that he has more spare time

lately, Taylor, who resides on the Isle of Wight in England, has taken up a new artistic hobby—painting. *Star Wars* fans will be especially interested to know that Taylor has even been creating some artwork related to *Star Wars*.

"I came across the old script of *Star Wars* and started to read it again and thought, 'I wonder if I could paint this stuff.' I've done 14 paintings [inspired by *Star Wars*] and, honestly, they're terribly good!" 🌌



Taylor's inventive lighting added a cold chill to the Death Star.



KENNER IS COOKING WITH STAR WARS!

The shelves keep getting cleared out of hot product, and wait until you hear what's coming next!



by Stephen J. Sansweet

Hasbro Toy Group and its Kenner unit have been sizing all year with their hot *STAR WARS* toy line-up, consistently among the best-selling toys on a number of industry lists. Everyone from kids three and four years old to older collectors have been snapping up well-sculpted new action figures, nicely-detailed 12-inch figures, cool electronic lightsabers and much, much more. But, as the saying goes, "You ain't seen nothin' yet!"

And, in keeping with its role as the official *Star Wars* Fan Club, members will have the chance next spring to purchase an exclusive Kenner action figure of a long-sought but never produced character, the alien Cantina band member, the bulbous-headed Bith musician named Figrin D'an. There also will be an opportunity to build a full Cantina band, since the figure will ship with five different musical instruments.

But D'an is just one small part of what the Hasbro/Kenner *Star Wars* team is cooking up. "We've got a few surprises that are really going to make collectors excited," says Tim Hall, *Star Wars* team leader at Kenner's Cincinnati headquarters, who promises at least 56 different action figures by the end of next year. At Hasbro corporate HQ in Rhode Island, the New Ventures group is planning to release 12 new 12-inch figures and as many as 30 more chain-store and regional exclusives in 1997, along with a number of other toys that have high potential on the cool-meter. [See Sidebar.]

The *Star Wars* team itself is an interesting concept, since it draws together a dozen Kenner employees who are involved in the line as designers, engineers and marketers. They sit next to each other in a corner on one floor of Kenner's office building. "Each person has his own area of expertise, but we share the same objectives," Hall says. "We have regular weekly meetings, but a lot gets discussed just by popping into a neighbor's cubicle."

THE EXCLUSIVE STAR WARS FAN CLUB ACTION FIGURE...



IS THE CANTINA BAND MEMBER



Now, as soon as a designer comes up with a concept, an engineer can discuss how a certain action feature can be made to work. The marketing person can fill the others in on what the demand is, what consumers are asking for and what the buyer demographics show. The end result, of course, is more toys that fly off the shelves.

Just how does Kenner decide which action figures to make? "We look at how certain figures did historically," Hall says. "There's consumer research; we also look at our e-mail requests and read discussions in some of the on-line chat rooms to see what collectors are seeking. The list is constantly evolving as we discuss it with Lucasfilm and get their input. And it's nice if we can match up a figure with a vehicle that's going to be shipping."

Kenner, of course, is selling mass-market toys first and foremost for kids to play with, so it seeks new figures that are involved in action scenes or involve some traditional play patterns revolving around conflict. But it would also like to do some special figures to satisfy collectors' desires, figures that were never produced the first time around. Hall says his group had been considering the Cantina band member among others when it was approached earlier this year by Dan Madsen, head of the *Star Wars* Fan Club, who was looking for an exclusive figure to offer members. Thus Elgrin D'an (no relation) was born.

Kenner studied "Elgrin D'an and the Modal Nodes" closely and couldn't find any discernible differences among the five band members except for their instruments. So the team and the fan club made the decision to make an action figure of band leader Elgrin D'an and supply five instruments such as the Kloo horn and Fanfars; collectors can thus assemble a full band.

Hall notes that in addition to getting just the right look for D'an, Kenner spent a lot of time detailing the figure's hands to make sure they could hold the different instruments. "D'an has these long tendril-like fingers, and it took some care and thinking to figure out how to get them to look right and be functional at the same time," he says. The figure will be shipped in a small carton and won't later be available in any other format, much like the exclusive Han Solo as stormtrooper figure offered as a Fruit Loops cereal premium.

Madsen said the figure is expected to be available sometime next spring and, at first, will be sold on a pre-order basis only to Fan Club members with an active membership number. Once pre-orders have been taken for a certain length of time, the remainder of the figures will be available on a first-come first-served basis to the general public. While details are still being worked out, the figures at least initially are likely to be limited to five per member and will probably sell for around \$9.99 each, with all five instruments included



Kenner's new T-16 skyhopper, coming soon.

with each figure. While the total number of figures to be produced hasn't yet been determined, it will be far fewer than any of the carded figures.

While there may be some other exclusives coming out of Cincinnati, "We remain focused on getting out as broad and exciting line for the mass market as possible," Hall says. While Kenner has mostly released older vehicles with spiffy new detailing, it will be adding some more never-produced craft to its line. One of the first to premiere either late this year or early next year is Luke Skywalker's T-16 skyhopper, which he used to bulls-eye womp rats in Tatooine's Beggar's Canyon.

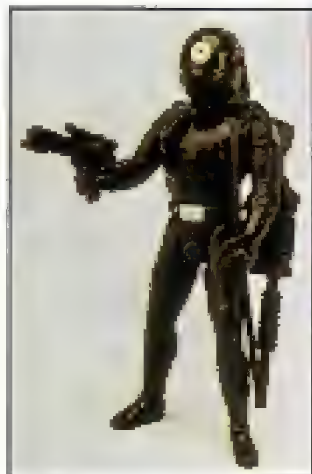
Kenner's packaging will undergo a noticeable color change next year when it adopts the gold ingot-like logo of the *Star Wars Trilogy Special Edition*, Hall notes. Some collectors, noting the scarcity of certain *Star Wars* figures, have asked whether Kenner is allowing for deliberate scarcity. "That's the last thing we want," Hall says. "We are now supplying some pretty hefty quantities to our retail partners, although I'm sure the first few weeks that figures are out there they are pretty quickly absorbed. But we aren't purposely limiting any figure. We want to make sure there are enough for all the kids and all the collectors."

Kenner will periodically change the mix of figures in its cases, removing say a Leia and Ben Kenobi for two new figures, then adding them back in later. When Kenner is fairly certain that demand has been filled, for example, when it sees Han Hoth and Luke Dagobah figures remaining on the pegs for weeks at Toys 'R Us, it will then permanently remove those figures from the line.

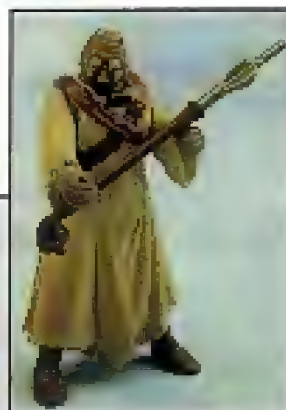
Hall confirmed a much-rumored upcoming consumer promotion offer that will involve a "see-through" icy blue and ghost-like Obi-Wan Kenobi. "That's under development, and we want to do it relatively soon, but we're not quite ready to announce details," he says.

Besides the T-16 skyhopper, Kenner will have some re-mastered larger vehicles in 1997, and at least one likely will come with some exclusive figures that won't be available in any other way. "We're really excited about our offerings for 1997, and we think consumers will be too," he says. "We're putting a lot of our focus on exciting new products coming out of, and in time for, the *Star Wars Trilogy Special Edition*."

While Hall wasn't specific since much of the toy trade hadn't seen the new products by the deadline for this article, it seems safe to say that some of the new toys will involve some new or redone creatures and scenes from the Special Edition of the first film, which has undergone the most changes. 🌟



Imperial Gunner, Jawa, Hammerhead, and Tusken Raider.



HASBRO NEW VENTURES BREAKS NEW GROUND

Headquarters Group Plans New *Star Wars* 12-inch Figures, Playsets and Electronic Toys

If you liked Hasbro/Kenner's first round of 12-inch *Star Wars* Collectors Series figures, 1997 will bring you a overflowing bucket of joy, and perhaps some heavy sweating as you search and trade for figures that are available only regionally or at certain chain stores.

To understand where Hasbro's New Ventures group is coming from, it helps to understand a bit about the toy business. Traditionally there are promoted and non-promoted toys. The former are usually heavily advertised, mainly in the very expensive medium of television. That raises demand, but it also cuts a store's already-thin profit margin, since the cost of advertising and shipping is factored into the price and, because of heavy promotion, prices have to be very competitive.

But most toy companies also have so-called "letter of credit" divisions that sell non-promoted toys that don't need TV advertising and that can be picked up and self-shipped from factories in China. These tend to be higher-end toys, many that have direct collector appeal, and don't need the massive TV advertising to sell. Retailers can also control the timing of sales better, and the margin on these toys can be nearly double that of promoted toys.

That's where Hasbro's New Ventures group comes in. It handles the non-promoted toys, including the *Star Wars* line. This year it has brought to market the first wave of 12-inch collectors figures (yes, some still call them "dolls"): Darth Vader, Luke Skywalker, Han Solo and Obi-Wan Kenobi. Since Vader shipped three to a case based on expected demand, and Kenobi only one to a case, there were some unintended initial shortages.

"We want to make as many of these as we can, but we don't want

them to stay on store shelves," says Vinnie D'Alleva, the group's senior marketing director. "We expect to do a really big business with the Collectors Series in the next few years, and perhaps we were a little conservative in our numbers for the initial group. If we get a lot of demand, we may go back and produce added numbers of certain figures, like Kenobi."

While a small advance wave might arrive just before Christmas, the second line-up of 12-inch fig-

ures will greet the New Year. In it will be Chewbacca, Luke Bespin, Tusken Raider and, collectors, hold your breath, Lando Calrissian. Die-hard collectors know that Kenner had sculpted a prototype Lando 12-inch figure for sale in 1980, but the line was discontinued and the figure never produced, although photos of it have been published. "The new one actually looks very much like the original prototype," D'Alleva says.

Next year will then see two more



New 12" Lando.

waves of the large figures. The third wave is expected to include Princess Leia in her flowing white gown (start working on the customized dancing-girl outfits, folks), Luke as X-wing pilot, a stormtrooper and, of course, cool cult hero Boba Fett. The line-up for the fall of 1997 will likely include a TIE fighter pilot, Admiral Ackbar, C-3PO and R2-D2 and Yoda packaged together.

But that's only the start. Also planned for next year are up to 10 chain store and regional exclusives, some of which will include more than one figure. "I don't want to tease, but although we're not ready to list these yet, we're planning some really phenomenal products," D'Alleva says. "It looks like we'll do only one special per chain, in some cases for one region." Just how limited will these be? D'Alleva doesn't want to discuss numbers, but says in general that Hasbro probably wouldn't go below 25,000 pieces for any one exclusive non-promoted toy, and many of the exclusives are done in much higher numbers.

Hasbro New Ventures also was responsible for this year's blaster pistol and stormtrooper rifle. The original versions in the 1970s and 1980s were black, but federal regulations prohibit toy companies from marketing realistic-looking weapons. So the orange and white guns were given a weathered *Star Wars* universe-type look instead. The group also produced a C-3PO action figure carrying case with light and sound, shipping this fall, and two playsets: Death Star Chasm and Detention Block Escape.

Also planned for next year is a higher-end collectors series of *Star Wars* vehicles, ones that haven't been produced before by Kenner. All with light and sound, current plans include an Imperial Star Destroyer, a Rebel Blockade Runner and a Death Star. The battle station will be round, have a base and a removable section that will show some of the Death Star's internal superstructure. "Some of the patterns for the ships that we're using were done by a guy who worked for Industrial Light & Magic," D'Alleva says.

Also in the works: a carrying case in the shape of the Millennium Falcon that will ship with an exclusive action figure obtainable nowhere else.

"We hope to be working on the *Star Wars* line for many years to come," D'Alleva says. "We've got some phenomenal ideas for beyond next year that I think fans will just love."



New 12" Tusken Raider.



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STRAIGHT FROM THE HORSE'S MOUTH

by Bob Cooper



Pages from *X-Wing Rogue Squadron: The Phantom Affair* #3.

Comics artist Edvin Blukovic is a native of Croatia who first came to the attention of American comics readers in 1994 with the publication of Dark Horse's *Grendel Tales: Devils and Deaths*—work that won for him the prestigious Russ Manning Award for Most Promising Newcomer at the 1995 San Diego Comic-Con. Of late, Eddy has had the opportunity to draw one of the true loves of his life—*Star Wars*: first with work on “The Phantom Affair” story arc in *Star Wars: X-Wing Rogue Squadron*, and coming up soon, the adaptation of Timothy Zahn’s *The Last Command*.

I recently talked with Eddy, just as he was beginning to draw the first issue of *The Last Command*. We talked mostly about *Star Wars*, but also about other more mundane aspects of his drawing and of life in Croatia.

I began by asking him how he had originally attracted the attention of *Grendel* creator Matt Wagner and editor Diana Schutz. According to Eddy, it was “terrifyingly simple. [Writing partner] Darko [Macan] put together a great story and I did four pages [of art]. We sent it and for-

got about it. Ten days later Diana called Darko, and since that day I haven’t been a normal person.” Given the opportunity, Eddy will gush of his undying gratitude to Wagner and Schutz for the opportunity. In hindsight, it’s obvious that the American comics-reading public should be eternally grateful to Eddy and Darko that they took the chance to send off the story sample in the first place.

Before Eddy began work on what was to eventually become two linked *Grendel Tales* series, he had had a little bit of his comics work published, but not much. In Croatia, I mainly published shorter pieces, some of them with Darko. Unfortunately, there was no chance for any continuing series because the market [in Croatia] is small and unstable. So we mostly survived doing animation, book illustrations, and so on . . . I did a number of short stories in a *Twilight Zone*-vein for a German publisher, and Darko and I compiled those that we did together in an album titled *Citaci*. Some of these stories, revised for American publication, will be appearing in Caliber’s *Negative Burn* anthology in the near future. I’ve also drawn

gag strips, but that’s another story. *Grendel Tales* was my first longer comic,” what Eddy considers “the first ‘real’ one.”

I asked him about the war in the former Yugoslavia, and how it’s affected him and his work. As with many people in that war-torn area of the world, Eddy would just as soon not think about it that much. “I don’t have much to say. What’s happened, happened. The worst part is that we’ve learned to accept the war as something normal over the years. The war hasn’t influenced me directly, but I do believe that everyone who’s lived through it got changed at least a bit. The war has had an effect on my work—*Grendel Tales* has turned out truer this way. I was really sorry about the death of some of the characters—Marica, for example. You draw those people for months, you identify with them.” Whether for better or worse, the war has certainly changed his perspective on most things: “I’m sure I won’t do limb-ripping violence in my future comics just for the fun of it.” In the end, he just hopes that “we’ve all learned something from that hell.”

As the conversation turned to *Star Wars*, the mood became immediately more ebullient. I asked Eddy about his recollections of the first time he saw the movie: “Ah, the summer of ‘78 in the Mosor Theater! My mother takes me to see a movie I don’t know anything about. The theater darkens and the Twentieth Century Fox opening title appears with the Croatian subtitle ‘The Movie with Eight Orchestras.’ Eight orchestras? In my nine-year-old head the movie becomes grandiose already. Then the title ‘Star Wars’ rushes in, and after it—the Star Destroyer! I was swallowed by the screen while eight orchestras were humming . . . two hours of true joy! When we got home I took out my yellow sketchbook and . . . the rest is history.” Eddy is quick to explain: “If you are wondering about those ‘Eight Orchestras’—that’s me misreading ‘Eight Oscars.’” And he admits that “ever since, I’ve been watching *Star Wars* with eight orchestras playing, nine years old or not!”

Was the reaction in Yugoslavia to the movies similar to the overwhelming re-





Jedi Master Eddy in his studio.

sponse in the United States? Eddy says: "I do think people [in Yugoslavia] loved the trilogy very much. I remember the long queues in front of the theaters from the early morning. My friend witnessed a glass door of some theater giving in under the pressure of the crowd." But the worst part? "Especially hard was waiting for the first showing of each following movie in Zagreb."

As with many nine-year-olds, *Star Wars* had a profound effect on young Edvin Biukovic. Unlike most, though, Eddy had an artist's eye that he was able to bring to his newfound passion. But getting enough good reference to be able to draw from was especially difficult in Yugoslavia in the 1970s and '80s. "After the first movie, all of us kids set out to find photographs from it. Those were always scarce because no one expected such a success from an 'ordinary' SF film! Too bad there was never any merchandising then—that's why I'm trying to compensate today! The first scale models appeared [in Yugoslavia] some 7-8 years ago, and they sold out very quickly. The books and models can be found in our one and only comics shop!" Eddy quickly corrects himself: "On second thought, I believe all those books are now at my place." What motivates him to seek out the latest Han Solo model kit, or the latest West End Games sourcebook, or the new set of *Star Wars* Micro Machines? "As a kid I drooled over the photo where George Lucas stood surrounded by dozens of ship models. I've always fantasized about being in a similar situation."

What's so special about *Star Wars*? For Eddy, "the design, definitely! I spent years as a kid drawing stormtroopers, the Falcon... Wookiees! I adore that hairy thing! All the ships!" It's a simple matter for him to recall his first impression after seeing the movie: "That's it! That's the kind of movie I want!" It's hard to contain Eddy's unbridled enthusiasm for the subject matter: "Even today, while working on the *Star Wars* comics, I'm fascinated by the amount of magic which bursts out from those movies, stills, production sketches,

models... that's the Force! Everybody would like to be a part of it—an X-wing pilot, a smuggler, a princess, a cool bad guy, or simply someone who waves a blaster and has a grand time!" It's this enthusiasm that seeps perceptibly into his drawing, and eventually provides so much enjoyment for the readers of his comics.

I asked Eddy about his experiences working on "The Phantom Affair" story for *Star Wars: X-Wing Rogue Squadron*. It was a good thing that Dark Horse had a licensing deal for the movies that both Darko and I loved, that we grew up with. We jumped at the chance to do *Star Wars*. It was a big challenge, too. I think Darko did a great job with [writer Michael] Stackpole's outline." Due to a number of circumstances, Eddy wasn't able to finish drawing all four issues of the story, completing most of the first three issues before having to quit. Here's how he describes the situation: "I flew with full-booster capacity into the assignment, but I unfortunately burned out before the end. More's the pity. I would lie if I said I was 100% satisfied. I should have finished it... I especially regretted not finishing it upon reading the whole series in one sitting. But I do think that everyone involved put his heart into the job! We've done a very good comic!" Ultimately, the job was both "hard work and endless fun! Both to the extreme!"

Luckily, the fun must have outweighed the hard work enough that Eddy jumped at the chance to draw more *Star Wars* comics when *The Last Command* was offered to him. Is he looking forward to this opportunity? "Oh, yes! The books thundered through my brain, and I do think that Zahn's trilogy is the best next to the original movies. They're quintessential *Star Wars*—a fable, great characters, ma-

chinery, and constant suspense!" Eddy also recognizes that there's still an amount of hard work involved: "The adaptation is a demanding task both for the writer and the artist, but I do think that Mike Baron [who has adapted each of Zahn's novels to comics form] and I are on the right track to do really good stuff."

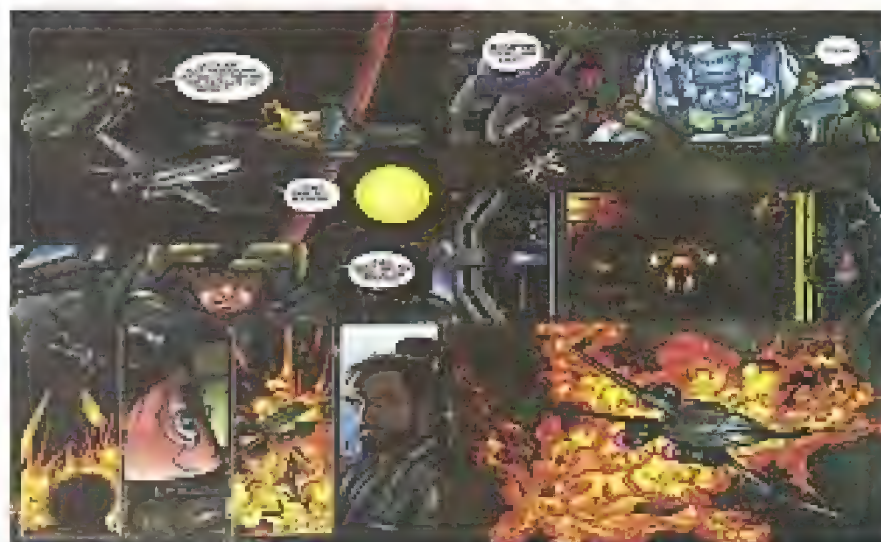
Eddy had some perceptive comments on some of the *Star Wars* comics artists that have graced the pages of some of Dark Horse's comics of late—comments that I agree with wholeheartedly: "Varine and Blanchard, Kilian Plunkett, and yours truly represent, I believe, a new generation of *Star Wars* artists, a generation which approaches *Star Wars* with more care for authenticity and with more heart. Every one of us owes that to that little tyke in us who was watching the magic on the silver screen with their eyes and mouth wide open."

By the end of the interview, Eddy had convinced me that he's been lucky for the most part. "Y'know what? Sometimes drawing comics *really* is the best job of all!"

Edvin Biukovic's Dark Horse Comics work:

- *Grindel Tales: Devils and Deaths* #1-2 (1994)
- *Grindel Tales: Devil's Choices* #1-4 (1995)
- *Star Wars: X-Wing Rogue Squadron—The Phantom Affair* #1-3 (1996)

Look for the six-issue *Star Wars: The Last Command* series from Dark Horse Comics, adapted by Mike Baron and illustrated by Edvin Biukovic, beginning in late 1997. 🗡️



with Chelsea, (a fellow *Star Wars* fan) and I hope she enjoys the Club as much as I have.

May the Force Be With You!

***Kevin Day
Jackson, CA***

Kevin sent us a picture of himself in his work uniform with his Star Wars tie.

I am in middle school and at the school I go to *Star Wars* is just about as popular as Green Day. A couple of months ago, some friends and I decided to start a club called Secret Order of the Empire, based on the LucasArt's TIE Fighter game. It caught on fast, and the same month three other *Star Wars* based clubs popped up and soon the whole school was in either one of the Rebellions, the Bounty Hunter's Guild, or the S.O.E. The puny Rebels made the mistake of threatening my club. Soon the Empire (led by myself) was at war with the Rebellion. After two weeks of intensive planning we launched our first major attack against the Rebels. We placed eight ounces of unwrapped limburger cheese, in the leader of the Alliance's locker. On a Friday. After school. Needless to say, when Monday came around, the whole West wing of the school smelled of rotting fermented cheese, it was quite an experience. The Rebels have not threatened us since.

***Emperor Mark Wiggins
Plano, TX***

The Star Wars Insider cannot support or condone attacks with limburger cheese, even if they are made in the name of the Emperor. Mark, maybe you should consider transferring to a school where Star Wars is more popular than Green Day.

A lot of kids that I know or that are in my 6th grade class make fun of me just because I like *Star Wars*. I think that people should like what they want

to without being made fun of. I have learned to ignore them because it has happened for so long. When I wear one of my *Star Wars* shirts kids just laugh really hard then they look away so they won't see my shirt. One of the most common things I hear is, "Why do you like *Star Wars*?" I just reply by saying I grew up with it and it is pretty cool. I don't understand why people make fun of me just because I like three movies.

***Travis Lowman
Barkhamsted, CT***

Hang in there Travis, come February all your detractors will be eating their words as they stand in line to buy tickets for The Star Wars Trilogy Special Edition!

I am a big *Star Wars* fan, even though I'm only 14 years old, I probably know more about *Star Wars* than most fans. My parents think it is just a phase, but I have got news for them *Star Wars* is here to stay. I am also a big fan of the Ewoks. I have both movies and the cartoons, and I was just wondering if George Lucas is working on or is going to write a story for a new Ewok movie, if so maybe it will be about Cindel returning to Endor to see Wicket and his family. I also have another question, why don't the Ewoks get credit for destroying the second Death Star? Because if it was not for them, the attack of the second Death Star would have been a total failure, period. I think the Ewoks have earned some credit, don't you?

***Eddie Heath
Los Angeles, CA***

The Ewoks have been underappreciated for years. It's nice to finally see someone standing up for these cuddly, lovable creatures.

I am writing this letter on behalf of all adult *Star Wars* fans. While scanning the "Rebel Rumblings" in issue


#28, I read a couple of letters from people who were born in the early mid-seventies, who were going on about being "the *Star Wars* Generation", as if they owned it. I take exception to that!

I submit that the so-called "*Star Wars* Generation" is not a classification that should be perceived according to one's age. I was 23 when *Star Wars* hit the big screen for the first time, and I consider myself part of this generation. One definition of the word is, "...a group of individuals considered as sharing a common contemporaneous cultural or social attribute." As *Star Wars* fans our common characteristic is that we love the trilogy. I know that those 20-somethings are thinking of this in a simpler way when they say "Generation", but there is more than one way to skin a womp rat, ya know.

Star Wars is a state of mind, an imaginative force, and a boon to the heart! Those of us who are older appreciate it at least as much (if not more) than those who were under 10 or 20 when they first saw it, because we were here for the "before picture". George knew he wasn't just making movies for children, but for kids-at-heart, too. He took us back to a time of wonder we never thought we'd see again. *Star Wars* touches the ageless magic that is the human spirit, no matter when you were born.

***Valerie A. Moore
Muskogee, OK***

Good point. A hundred and fifty years from now when Star Wars is just some "quaint film from the 20th Century", nobody is going to remember how old people were when they saw it.

Please send your comments to Rebel Rumblings: PO Box 111000, Aurora CO 80042. Letters may be edited for clarity and space considerations. The *Star Wars Insider* is not responsible for any unsolicited material received. 



by Stephen J. Sansweet

SCOUTING THE GALAXY

Of Freebies, Wimps and Fake Fetts

Nice try, folks. But I really don't have a whole bunch of collectibles just "lying around." I was just trying to be funny, adding at the end of the last column a part of a letter I had received from one fan asking me to send him some spare collectibles. He even offered to pay postage, and to play for me.

Well, most of you who sent me similar letters didn't include the prayer promise, but you did say please. Honestly though, there are very few times in life when you get something of value for free. This isn't one of them. We stopped counting the number of requests after we got to 50. Please do continue to write with your collectibles questions, but the most that you can expect in return is a reply in this column.

On another matter, a lot of you are writing to suggest specific action figures that you think Kenner should make. My assistant, Josh Ling, toted up the requests and this very unscientific sampling resulted in some surprises. The most requested figure by far was that sultan of slime, that king of corruption, Jabba the Hutt. A close second was that imperious evil-doer, Emperor Palpatine. I was getting really worried about your allegiance to the dark side until I saw the next runner-up, good old Admiral Ackbar. Other multiple mentions in your letters were Wedge Antilles, Wicket the Ewok, a Tusken Raider, Emperor's Royal Guard, Leia as a dancing girl, Jawas (they're on the way), Bib Fortuna, Han on Endor, Anakin Skywalker, and that most unfortunate couple, Uncle Owen and Aunt Beru. Okay Kenner, take it from here.

If other Lucasfilm licensees are listening, there also were requests for more plush or "stuffed" characters, such as a plush Max Rebo; new model kits that go beyond all the reissued kits; and a real, electronic sabacc game. It all sounds good to me!

One other point. Many of your letters just ask for specific prices of old or even newer toys. The purpose of this column is to share news, explore mysteries and answer questions that might be of general interest, not to appraise collections, although we sometimes give values in the context of a broader answer. And there's already a pretty good guide available: *Tomart's Price Guide to Worldwide Star Wars Collectibles* by some guys named Sansweet and Tumbusch. So, please, no more, "How much is my Jedi coloring book worth?" Thanks. Now on to your questions.

A friend of mine gets his Star Wars guys on a rain-check at Toys 'R' Us (where they hold the figures and call you to come get them). I told him that's the wimpy way. A true collector scouts every store. The fun of collecting is in the search. Well, he said Stephen Sansweet probably uses rain-checks or even has them delivered or something. I say, "No way"; he's a true collector. Could you set us straight?

Anthony Fulton

Washington, Pennsylvania

Wimp or collector? Collector or wimp? Yikes! If we carry that logic to the extreme, the only way we should be able to get the new Kenner action figures is to line up in Toys 'R' Us parking lots, have the managers tear open new cases and throw the figures up into the air. We then knock each other over to get the choicest figures, all the time making sure the cards remain perfect C-10s! I haunt the toy-store aisles like you do Anthony, but I really like your friend's idea and wonder why I didn't think of it. I agree that the fun is in the search, but with so much in short supply these days, it has been a lot more frustrating than fun.

I recently purchased three original *Return of the Jedi* action figures on their original near-mint cards and a speeder bike toy in its original box. The problem is that there are price stickers and tape on some of the packaging and I don't know how to get them off without doing damage. Please help!

Jon Sargent

Ames, Iowa

Glad to. While some people recommend lighter fluid, we find that Bostone or another brand of rubber-cement thinner, available at stationery stores, works best. (There are some products sold in electronics stores that are advertised to do the job, but they are so strong that they may take off the packaging color too.) It's best to test the piece by dabbing a small amount of the fluid with a cotton-tipped swab on the package back and let it dry. If that seems OK, use the same method directly on top of the sticker and at the edge of the tape. It's better to use a little and do it several times, then carefully start to peel the sticker or tape and put a little more fluid on the path if necessary. If the tape is really yellow and cracking, it probably already has made a permanent mark.

I've been a *Star Wars* fan since childhood and have recently gotten back into collecting the new



and old stuff and have a few questions. What effect on the value does leaving the price sticker on the package have? How much does a cut-out proof-of-purchase seal lower the value of an item? How much value is added if the instruction sheets, cardboard inserts and merchandise catalogs are intact? Also, I recently saw what looked like a foreign knock-off Boba Fett figure for which the dealer was asking \$200. What was it?

Jon Bell

Rockville, Maryland

Sticker on, or sticker off? It's pretty much a buyer/collector's choice. I don't consider that it detracts from value. However, a cut-out proof seal or missing inserts and instruction sheets automatically makes items worth just a little less than they would be in their complete state, in my book.

The fake Fett figure was a mid 1980s bootleg from eastern Europe. There were at least 10 different figures (including a silver C-3PO) on cards headed "Csillagok Háboraja", all with terrible paint jobs and crummy weapons. Worth \$200? I don't think so.

I was reading a collector's magazine and some guy was auctioning off a "General Veers" figure. He said that it was on an "Empire card with a Jedi sticker affixed; it was available only through Sears Canada." It showed a picture that looked real. What's up?

Nathan Vance

Bristol, Tennessee

Released in the U.S. on a card as "AT-AT Commander", this is indeed a strange but legitimate variation. Thanks to the research of collector Chris Geor-



STAR WARS INSIDER



goalies and others, we know that it was one of several "bonus" figures available only in the early 1980s in Sears Canada multiple-figure packs ordered from the Christmas catalog. Unlike the regular Kenner cards, this was printed only on one side, with a sticker for an Admiral Ackbar mail-away offer covering the lower one-third of the back. Also unusual: The figure is shrink-wrapped to the card, no bubble and no photo, but with strange incised dash marks covering the card. The "General Veers" name is on a white block and, indeed, a Jedi sticker covers the printed Empire label. The figure has gone at auction for well above \$1,000! No, I don't have one, but Christmas is approaching and... The photo is courtesy of Todd Schannuth.

An R2-D2 trashcan would be cool. And maybe a baseball bat that looks like a lightsaber!

Luke Miller
Upton, Massachusetts

Well, there was a really cool full-size R2-D2 toy tote and hamper about a dozen years ago, and it would hold lots of trash. As for a lightsaber baseball bat, for that one Luke, use the Force.

I recently received eight Star Wars spoons made and labeled by Twentieth Century Fox. I have looked through all of your Tomart's Price Guide and can't find them. Could you tell me their value?

Tim Wright
Taylorsville, Utah

The spoons aren't in the price guide because they're bootleg. Nor were they made or labeled by Fox. Judging by when these miniature silver-colored spoons first surfaced, I'd say they were manufactured in the early 1990s; they use character images taken from an early set of Star Wars stickers by Topps, hence the Fox name on the images. Their "worth" is whatever you paid for them, and not a cent more.

Recently a friend gave me two priceless gifts: a Darth Vader bubble bath container and a Yoda shampoo container that open by twisting off their heads. The sticker is marked Omni Products. Yoda still has the original shampoo. Does this increase the value?



Also I once heard a rumor that back in the heyday of Star Wars, Kenner made action figures of individuals on Star Wars backing cards for anyone who could afford it. Is this true and will they revive the practice?

Jad Bean
Cedar Falls, Iowa

The shampoo and bubble bath containers, which collectors also call soakies, were marketed by Omni in 1983 and 1984. The line also included figural containers of Leia, Luke X-wing pilot, Wicket, Chewbacca and R2-D2. The value (around \$15) may be just a bit higher with the contents intact, but you have to worry about it eventually eating through or seeping out, ruining the figure. I'm just at the point of deciding whether to empty mine.

Kenner never made individual action figures. What you've seen are well-done fan-made figures and backing cards, some so good that they look like the real thing.

I am writing to complain because I am a fan of Boba Fett and I just got my catalog and found there was not very much licensing of Boba Fett. You could make some good money if you made some more.

David Fulton
Temple, Texas

Actually, there is probably more Boba Fett merchandise per character minute of film than any other Star Wars hero or villain. Among the recent neat stuff: Two variations of great-looking Kenner action figures, an Applause vinyl figure, a full-size helmet from Don Post, a pop-up comic book from Dark Horse, an exclusive poster from the Official Star Wars Fan Club, lots of images on Topps card series, a great Dave Dorman lithograph, a poster figure from Ravecliffe along with Slave I pewter and Kenner toy versions, and plenty more. Manufacturers know how cool Mr. Fett is, so there's plenty more on the way.

Is there a price guide for newer series of Topps Star Wars trading cards?

Buddy Taylor
Northridge, CA

Your best bet are several magazines, mainly Now-Sport Update, Cards Illustrated, Collect! and Combo.

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Star Wars

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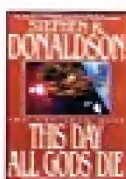
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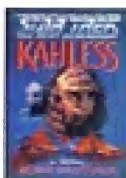




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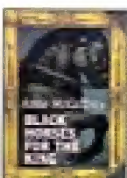
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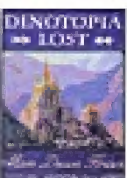
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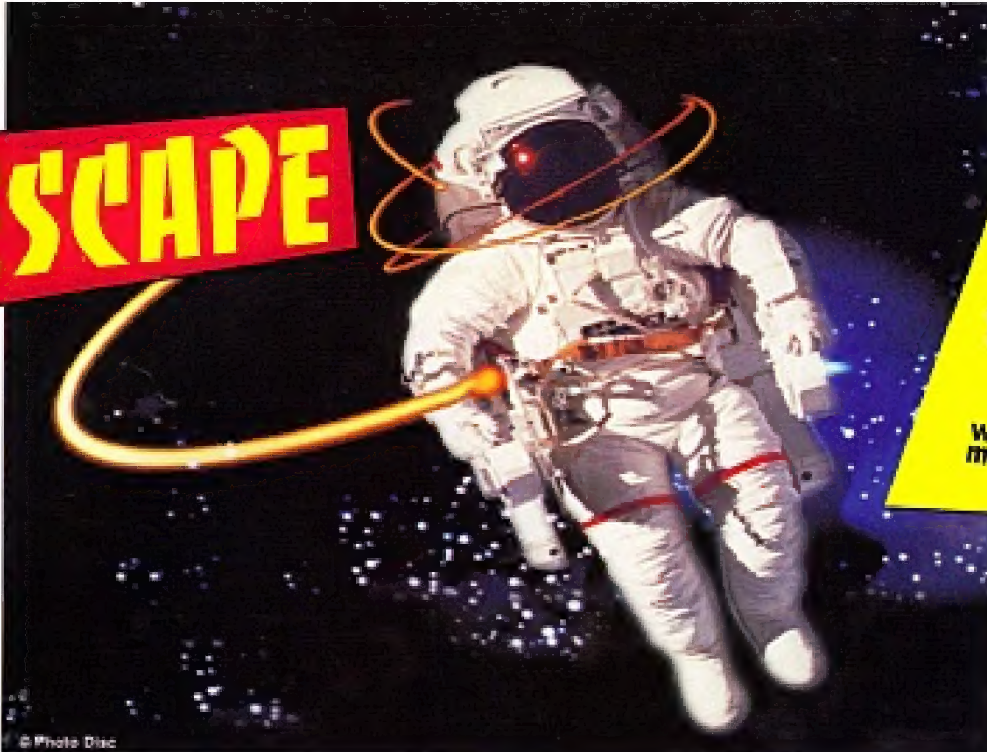


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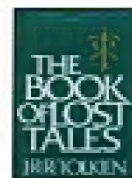
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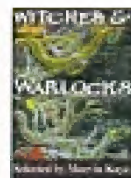


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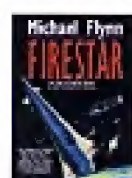
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